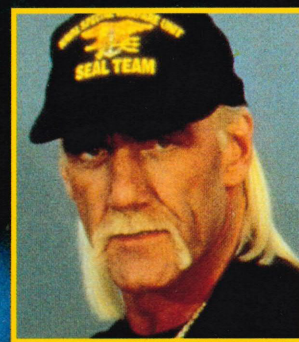


JUNE 1994 • ISSUE 6 • £1.95

Films • Music • Games • Video CD • Kids

ED



HULK HOGAN:

on location in
THUNDER IN PARADISE

Free DV World Cup Disc

All the teams in detail

NEW RELEASES

Top 4 games reviewed

● **THE 7TH GUEST**

● **STRIKER PRO**

● **DRAGON'S LAIR**

● **HOTEL MARIO**



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**OVER
VIDEO
DIGITAL**

4 News: Flashback, Lost Eden and Heart of Darkness signed to CDi. 7th Guest out at last! Orion signs video deal with Philips US. Two-player tennis released on CDi

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The response to our reader survey in the last issue was overwhelming. We received hundreds of replies and our condolences to those whose forms failed to arrive in time to qualify for a free copy of Time Life Astrology.

It is now exactly a year since CDi magazine was launched. Our critics said we wouldn't last this long, that CDi was a doomed format. How wrong they were. The launch of Digital Video and subsequent film and music releases has seen the format get stronger and stronger. There are now some great games in the pipeline, with titles such as Chaos Control, Rise of the Robots and Flashback coming soon.

To celebrate our first birthday, we have given the magazine a redesign to make it brighter, cleaner and easier to read. We hope you like it. Many of the suggestions you have made in the survey will be incorporated into future issues.

In the meantime, rest assured we will continue to bring you all the latest news and developments relating to CDi hardware and software. You know where to look for the best information on the hottest system around.

Andy Clough, Editor



On location for Thunder in Paradise starring Hulk Hogan

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U2 are considering developing an interactive music title with ESP - see page 38

COVER

Designed by Ursula Morgan. Photograph shows Rene Higuita of Colombia in the 1990 World Cup match against Cameroon. Copyright Allsport



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ECTS SHOW REPORT

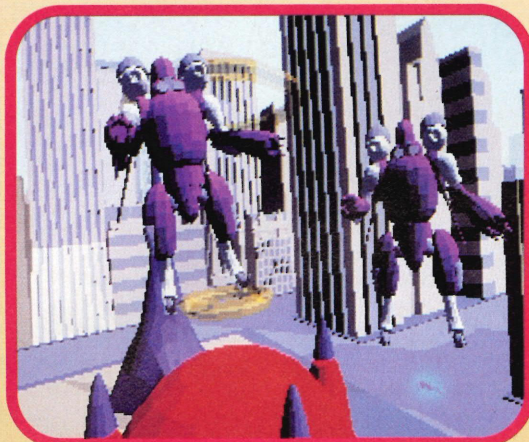
Philips unveiled its newest games titles at the European Computer Trade Show in London during April.

Striker, Flashback, Burn Cycle, Chaos Control, Body Slam and Dragon's Lair all made their European debut. And Mad Dog McCree was shown for the first time with a gun, which will be bundled with the game when it is released later this year.

Burn Cycle was the star of the show, with release scheduled for the end of 1994. Developer Trip Media had pulled out all the stops to produce a working demo disc for the event.

The game is a futuristic cyber-punk adventure game reminiscent of the film Blade Runner. It has been developed exclusively for the CDi format.

You take part in the adventure as data thief Cutter. You have 24 hours to find the cure to a deadly virus called Burn Cycle before it kills you. The game is a mix of live action video and computer graphics, fast-paced action sequences, mind-boggling puzzles and a hardcore soundtrack. Best of all, it is a base case title, so does not require the Digital Video cartridge.



Fly around the Manhattan skyline in Chaos Control

A working prototype of Flashback, from US Gold and Delphine Software, was also on show for the first time, as well as Striker from Rage Software (see review on pages 22-23).

The 7th Guest finally made its long-awaited debut (fanfare please!) and looked as wonderful as ever. Philips finally released it this month and just to

prove it, we have conducted a review of the final version (see pages 16-17).

Chaos Control, the next Digital Video title due from the ever-successful Infogrames stable, looked stunning. Work in progress allowed us to fly around the Manhattan-style cityscape shooting at the evil Kesh Rhans. The response to the controls was excellent with the ability to fly around in a 3D environment bringing a new level of reality to the game. No release date is available yet.

For the thousands of readers who have complained that there are no decent beat 'em ups on CDi, Body Slam could be the answer. This title was first unveiled at CES in Las Vegas (see issue 4) and work on it continues apace. Players move through a series of post-apocalyptic backgrounds taking on a series of opponents in non-stop, no-holds barred combat. Release is scheduled for this autumn.

On the film front, latest releases are the The Hunt for Red October, Wayne's World and Ghost. For music fans, you can now get Tina Turner: Rio'88, The Cream of Clapton and Cure Show on Digital Video. Additional Video CD titles will be available in July.



Striker Pro will be released this month

VIRGIN PLANS TWO NEW CDi GAMES

Lost Eden and Heart of Darkness are to be developed for CDi by Virgin Interactive Entertainment.

Virgin has already announced it will develop Creature Shock, created by Argonaut Software, for CDi as part of a three-game deal. (See issue 4). Lost Eden, from French development team Cryo, and Heart of Darkness, from Amazing Studio, will complete the trio. Lost Eden is set in a fantasy past where walking, talking dinosaurs and Homo Sapiens live together. The docile herbivores are dominated by man who

wages war against the ever-hungry carnivores led by a terrifying Tyrannosaurus Rex. The player is Adam, in search of a resolution to the never-ending battles. The solution lies in building huge citadels to fend off carnivore attacks, but the knowledge of how to build these constructions is now lost. If Adam is to suppress the T-Rex and its army, he must rediscover the wisdom of the citadels and then rebuild them.



TWO-PLAYER TENNIS

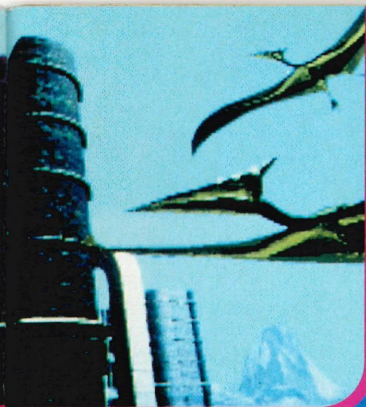
One of the best CDi games to date, International Tennis Open, is to be released in a two-player version this month.

French software company Infogrames has re-programmed the disc so that two people can play the game simultaneously. To activate the two-player version, you must plug one Touchpad into the front of the CDi player and one into the back before switching on. This allows you to play against another human opponent rather than against the computer. All the hallmarks of the original version remain: the superb sound effects, stunning graphics and a host of playing options.

In issue 1, guest reviewer Dominik Diamond described International Tennis Open as "the future of sports games".

His only criticisms were the lack of a Touchpad and a two-player option. Both are now available, making this a truly exceptional game. Two-player tennis costs £44.99 and is also available for the PC in a CD-ROM version.





Above: screen shot from *Lost Eden* by Cryo which is due out by end-1994

Details of *Heart of Darkness* remain sketchy at this stage, but it promises to be a huge CD title for 1995 on several platforms. Programmer on the project is Eric Chahi, who is famous for *Another World*.

Lost Eden will be released by the end of this year and *Heart of Darkness* during the second quarter of 1995. No release date has yet been given for *Creature Shock*.

FLASHBACK SIGNED TO CDi

US Gold's top-selling adventure game *FLASHBACK* is to be released on CDi this autumn.

Philips Media has licenced exclusive worldwide distribution rights for the CDi version of the game from US Gold and Delphine Software International.

In *Flashback*, earth has been infiltrated by shape-shifting aliens bent on world conquest. Brilliant scientist and athlete Conrad Hart has uncovered the aliens' plot, but has lost his memory and must attempt to regain his identity before earth succumbs.

Many of the sequences in the game were shot on film using live actors. The scenes were then retouched using digital rotoscoping techniques.

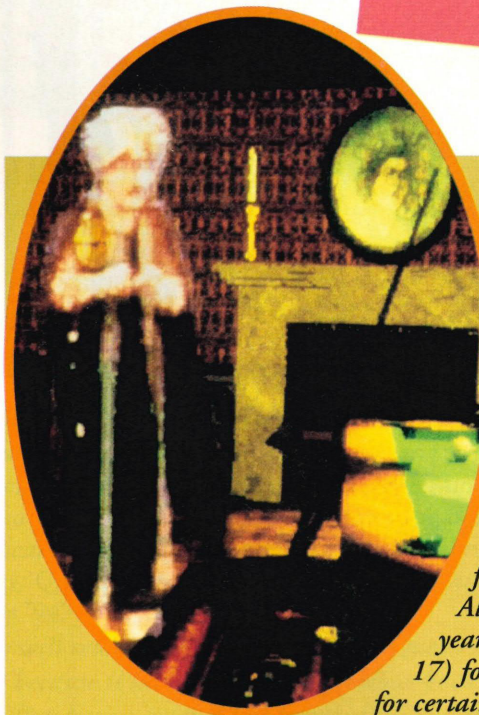
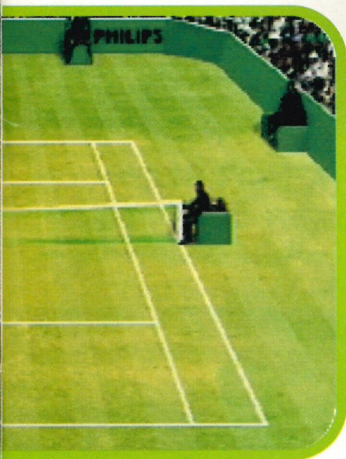
"We are extremely pleased that US Gold has decided to develop *Flashback* for CDi," says Julian Lynn-Evans, senior vice-president, Philips Media Games. "The CDi version will have new, enhanced cinematic sequences and digital music to produce a true CD experience."



TECHNICS UNVEILS VIDEO CD PLAYERS

Technics has unveiled two prototype Video CD players under its Panasonic brand name which it plans to launch in the UK. The Panasonic SC-VC10 Video CD mini system incorporates a Video CD player with a cassette deck, amplifier, tuner and three-way speakers. It is expected to retail at around £1,000 and will be available this autumn, according to Technics. The SC-VC10 will play MPEG 1 Video CD discs, audio CDs and graphic CDs (CD-G). It has 12 station memories for FM/AM radio signals, an auto-reverse Dolby B single cassette deck and a maximum output of 30W.

The company has also developed a stand-alone Video CD player which is expected to go on sale in 1995. Peter Larwood, Technics' project manager in the UK, says: "There seems to be strong software support for Video CD coming through. We are also looking at providing a CD auto-changer to allow seamless playing of films and music titles on two or more discs."



7th GUEST ARRIVES AT LAST!

The 7th Guest, Virgin Interactive Entertainment's award-winning mystery adventure game, finally makes its debut on CDi this month.

After months of delays, Philips has finally announced that 7th Guest will hit the streets on 10 June.

The title was first billed for release last October, but a series of programming problems caused it to be put back further and further.

Anyone who has already ordered a copy should get it fairly soon, but there is bound to be pent-up demand for the game, which has won a string of awards in CD-ROM form. It costs £49.99.

Although we previewed the title in our October issue last year, we have included a full review in this issue (see pages 16-17) for those who are not familiar with the game. One thing is for certain. It's a stunner, and has been well worth the wait.



ORION SIGNS CDI VIDEO DEAL

Philips has signed a deal with Orion Home Video films to distribute its titles on CDi.

The Orion catalogue includes some of Hollywood's greatest hits. Under the agreement, Philips will be able to select from blockbusters such as *Silence of the Lambs* (left), *Dances with Wolves*, *Robocop*, *Mermaids*, *Bill and Ted's Bogus Journey*, *Married to the Mob* and *Mississippi Burning*.

Philips will release the first ten titles in the US in the second half of this year. Negotiations for the release of titles in the UK and Europe are now in progress.

"We are extremely pleased to be able to distribute on Digital Video some of the exciting films Orion has produced," says Scott Marden, president and chief executive of Philips Media. "They form an impressive addition to our growing catalogue of DV titles on the five inch format."

The Orion agreement follows deals already signed with major Hollywood studios Paramount Pictures and MGM/UA (see issue 4). For news of the latest film releases on CDi, see our reviews on pages 32-33.



Treguard the
Dungeon Master
(Hugo Myatt) and
Matilda the Genie
(Jackie Sawiris) star
in ITV's show
Knightmare

U2 TO RELEASE CDI?

Island Records, PolyGram and Philips have joined forces to develop interactive music titles on CDi.

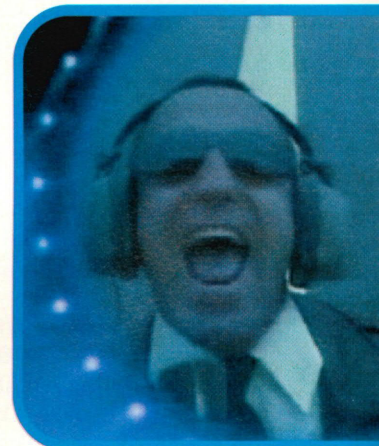
The three are in discussion with a number of bands, including U2, about producing interactive CDi discs.

Island, a division of PolyGram, is working in conjunction with software company Electronic Sound and Pictures in Cambridge (see feature, page 38).

They have a number of titles in development. These include a Nine Inch Nails interactive disc on CDi and a simple video mixer featuring the Stereo MCs. There is also talk of developing interactive titles with U2 and The Orb, although these are still at the discussion stage.

Sandy Mackenzie, director of Philips Media, says: "We have committed some money to the development of U2 and Nine Inch Nails discs by PolyGram and ESP. We hope these will be commercially developed. There is a three way relationship between PolyGram, Philips and Island Records."

ESP is also working with The Shamen on an interactive title which it hopes to release independently on CDi later this year (see News, issue 5). Island Records is continuing work on the Bob Marley CDi disc first previewed in our February issue.





IT'S A KNIGHTMARE!

British production company Broadsword Television is planning to make a CDi version of its popular broadcast TV fantasy game Knightmare, although the title will first be released on CD-ROM.

"We were going to make a CDi version first, but we decided to do the CD-ROM version initially because that is where we will make money," says Broadsword TV founder Tim Child. "We hope to do a CDi version in due course."

The material for the game will be shot to digital tape at Anglia TV's studios in Norwich using the same advanced picture merging techniques that are employed for the broadcast version. Filming is due to start in the second week of July.

Knightmare takes its players into a fantasy underworld which exists only in computer memory - the entire set is rendered and modelled using Silicon Graphics workstations. It is inhabited by strange characters and monsters who players encounter and have to deal with along the way.

The CD-ROM version of the game will provide a first person perspective on the game world, with players actually taking on the role of the participants in the TV version of the show.

The disc will also include VActor - a computer-generated virtual actor. The VActor character in Knightmare is known as The Brollachan, a kind of wolf-like monster that can travel through walls, appearing suddenly in rooms where children have to feed it information through a question and answer quiz.

PMI TO LAUNCH VIDEO CD TITLES

The first six Video CD music titles from Picture Music International are scheduled for release in July.

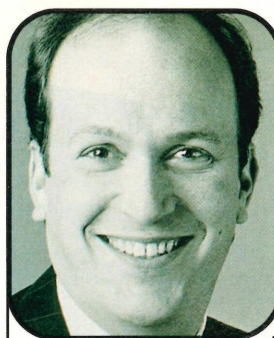
PMI has signed a distribution agreement with Philips, who will supply the titles to non-music outlets such as Comet and Dixons. PMI will sell to existing music stores.

Gordon MacKenzie, international director of PMI, says: "The deal is very simple. Philips will distribute our Video CD titles to all non-music outlets. We will distribute to the music stores."

Six titles are scheduled for release in July. These are: David Bowie, The Video Collection; Tina Turner, Simply the Best '94; Pink Floyd, Delicate Sound of Thunder; Iron Maiden, From There to Eternity; Queen, Greatest Flix 1 and 2; and Kate Bush, The Whole Story '94.

Most of the titles will retail for £17.99, except for Queen which will cost £19.99 because it includes a 16 page colour booklet.

PMI Video CD discs have a revised fast forward/rewind function which stops as soon as you take your finger off the button.



PHILIPS GAINS MOMENTUM

Philips Media and R/GA Digital Studios have formed a joint

interactive entertainment company to develop and distribute interactive software. The new company, called Momentum Media, will be based in New York but will produce titles from its East Coast and Hollywood studios in the US.

Its aim is to develop games of "unprecedented play-value and quality" for the software market.

R/GA Digital Studios is an award-winning producer of high-end special visual effects. It specialises in computer generated images, 2D and 3D animation and graphic design for films, television and advertising and interactive programming.

Philips Media president Scott Marden (above) says: "We're thrilled with the formation of Momentum Media. R/GA has worked on Academy Award-nominated films such as Predator, Predator 2, Zelig and In the Line of Fire."

Momentum Media will be run by a board of directors which includes Marden, R/GA Digital Studios founder Robert Greenberg and David McElhatten, president of Philips Media Games.

FORTHCOMING RELEASES

JULY:

Films (Video CD)

Indecent Proposal £TBA, The Crying Game £TBA
The Krays £TBA, Naked Gun £TBA
Fatal Attraction £TBA

Games

Dragon's Lair 1 (DV) £49.99, Lilit Divil (DV) £TBA

Info/Reference

The Ultimate Noah's Ark £24.99

Kids

Sound Trap £24.99, Surf City £15.99
Kiss (teenage girls) £19.99

Music

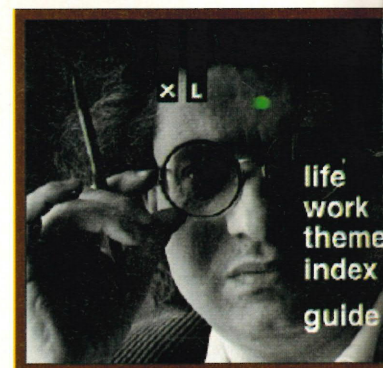
The Three Tenors (DV) £15.99
Sting: Ten Summoner's Tales (DV) £17.99

DV = requires a Philips Digital Video cartridge.

MAPPING THE WORLD

The David M Stewart Museum and the Canadian Heritage Information Network have teamed up with Montreal software house On/Q Corporation to present *Charting a New World: Maps of Discovery* on CDi. The fascinating tale of exploration and discovery is revealed through navigational instruments, prints and the rare maps of the David M Stewart Museum. Maps from the 15th to the 18th century tell the story of the development of cartography, the adventures that advanced the art and science of navigation and the historic events and people that shaped the world. Exploring the maps by geographic areas, names, illustrations and calligraphy leads to anecdotes and cross references to arte-

facts, works of art, biographical details and historical curiosities. *Charting a New World: Maps of Discovery* is available in French and English on a single CDi. Other titles in the On/Q CDi catalogue include: the *Destinations* series of travel guides with five discs for each country, containing information on hotels, restaurants and landmarks; *Discover Sport Fishing*, with details of the various species of game fish, their habits and feeding patterns, again on five discs; and *EcoLab*, an environmental multimedia title for students. Full details available from On/Q Corporation, 1405 Bishop, Suite 101, Montreal, Quebec H3G 2E4. Tel: Quebec 514 842 1183. Fax: 514 842 1137.



MARIO BOTTA, ARCHITECT

Architect Mario Botta is the subject of the first CDi in a series on contemporary architects and designers produced by Victory Interactive Media, Italy. The CDi disc allows

FUTURE ZONE TO STOCK CDi

CDi has received a major boost with the news that Future Zone, the growing video games retail chain, is to expand distribution of the format from this month.

13 stores currently stock the format and all 80 Future Zone stores across the UK will carry an extensive range of CDi titles from this summer. These will include games, music videos and films such as Ghost and The Hunt for Red October.

Future Zone will run a major marketing campaign to promote CDi as part of its planned £3m marketing spend for 1994.

Tony Pickup, managing director of Future Zone, says: "CDi technology offers tremendously exciting prospects and we are delighted to be one of the first retail chains to stock this excellent range in depth."

There is no doubt that the electronic software market is changing, with the emergence of a more mature customer and a market for more technically sophisticated packages."



you to explore 1,650 colour images, sketches and technical plans, view filmed interviews with the authors and critics, and watch a narrated biography illustrated with pictures from the Botta family archive.

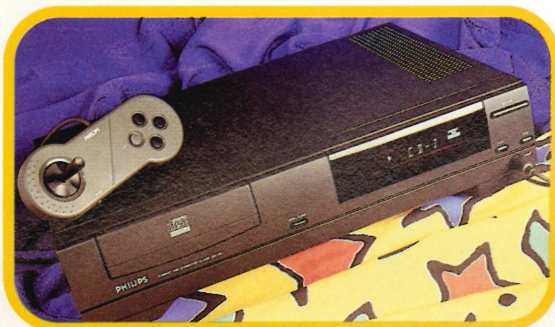
Mario Botta, Architect is edited by Kenneth Frampton, Werner Oechslin, Francesco dal Co and Isabella Bossi Fedrigotti. For more information, phone VIM in Lugano, Italy on 41 91 23 28 95 or fax on 41 91 23 28 96.

TOP SECRET CDi PROJECT FOR FIAT

British software house I-Contact has linked up with Italian film production company Friends and Partners to work on a top-secret CDi project for Italian car giant Fiat. Steve Baker of I-Contact says: "Following a joint presentation by myself and Friends and Partners to Fiat in March, we can confirm that the first Fiat CDi work began in May. At present, the project is a closely guarded secret."

It is thought to involve development of an interactive catalogue on CDi.

I-Contact has already produced an interactive CDi catalogue for Peugeot in the UK, which is being installed in 65 Peugeot dealers (see News, issue 4). This has now been updated to include Digital Video sequences on the new Peugeot 306 cabriolet and a section on accessories.



NEW CDi PLAYER TO BE LAUNCHED IN JUNE?

Philips is expected to unveil a new style of CDi player this month, aimed at a younger market.

Although the company refuses to comment publicly at this stage, a prototype machine has been in development for some time, but details remain sketchy. It is likely to be smaller and hence more portable than the existing CDi 210 and 220.

The new model is due to be unveiled at the Consumer Electronics Show in Chicago this month at a very competitive price point. We will bring you a full report from CES in our August issue.

WORLD WAR II ENCYCLOPAEDIA

A ten disc CDi encyclopaedia of World War II has been released by Delphic Multimedia.

The Scottish software house used archive footage from Lamancha Productions and worked closely with the Department of Media Services at Glasgow University to produce the series.

The set contains around ten hours of full motion video archive material, arranged alphabetically, and the pictures are supported with a commentary and an additional six hundred pages of text.

The written material can be accessed via "Theatre of War" or on a time line from the build up to the war during the 1930s, to the end of hostilities.

The text is cross-referenced to the archive footage so users can see the relevant clip, and then return to the appropriate place in the text.

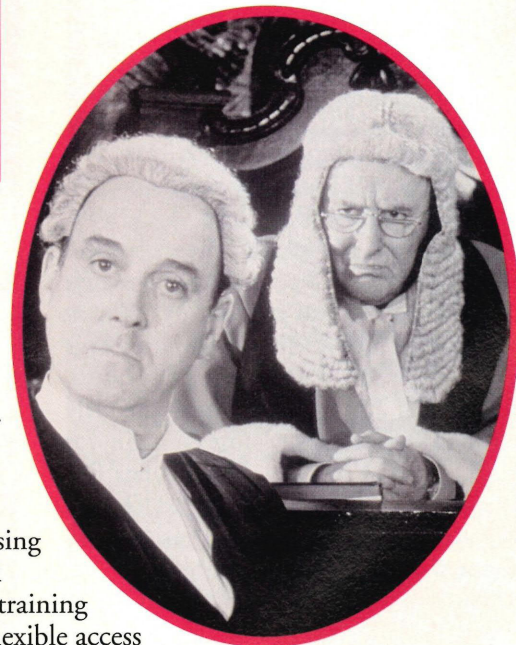
Delphic Multimedia can be contacted on 0555 666538 or faxed on 0555 665914.

JOHN CLEESE TO STAR ON CDi

John Cleese is to star in a series of CDi training discs which will be produced by Video Arts in conjunction with Philips Media.

Ten CDi management training discs will be released in the first year. The first of these will be "Meetings, Bloody Meetings", starring Cleese and actor Robert Hardy. The script was written by Antony Jay, co-author of the hugely successful TV series Yes Minister.

Video Arts was founded by Cleese and a group of television professionals in 1972. Since then, the company has revolutionised management training techniques by fusing humour with learning. It employs writers, directors and performers of international repute. Tina Tietjen, Video Arts' joint managing director, says: "CDi's potential in training is without parallel. It revolutionises and expands the possibilities because it allows flexible access so that the trainer can allow the group to learn at its own pace."





Left: the Paradise Beach Hotel, Thunder's home base.
Right: Hulk Hogan, Chris Lemmon and the crew.



Andy Clough takes a trip to Florida to watch the filming of *Thunder in Paradise*, the new American TV series which will spawn a CDi game next year

THUNDER IN PARADISE

Lights, camera, rolling! The voice of the set manager booms out across the Florida beach. In the distance, Terry "Hulk" Hogan and Chris Lemmon stride towards the camera as they attempt the tenth take of a scene they are filming for their new TV show, *Thunder in Paradise*.

All around them film crews, sound managers, actors and on-lookers watch as the dastardly duo prepare for the next action sequence. Only this time there is a difference. They are filming the linear, traditional TV episode simultaneously with the interactive game version for CDi. As soon as Greg Bonann has finished directing the linear scene, Robert Weaver of Philips POV takes over to shoot the interactive sequence.

This is TV history in the making. Never before has a programme-maker attempted to shoot a traditional TV

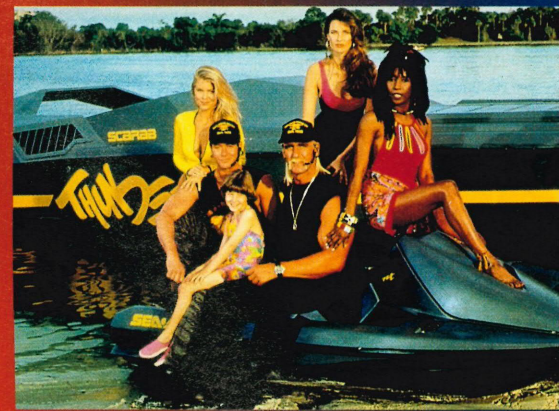
series at the same time as making an interactive game. The logistics are a complete nightmare.

"We developed the idea for *Thunder* a couple of years ago," says producer Doug Schwartz. "No-one had done a hot series with a boat before. We wanted a larger-than-life actor for the show, so Hulk was ideal. And we had considerable experience of filming water scenes from *Baywatch*. We started to talk about doing an interactive version because Michael Berk (co-producer) and Robert Weaver were friends. People said we were mad to try."

The company behind *Thunder in Paradise* is Berk/Schwartz/Bonann, the producers of *Baywatch*, which is watched by 400 million people a week. After the phenomenal success of *Baywatch*, their latest project is already being syndicated in the US through ▶



Background



Thunder is a sleek 45 foot superboat that out-races, out-shoots and out-maneuvres anything on the seven seas. Nothing can touch this super-charged, high-tech craft as it comes face to face with untold danger.

Thunder barrels over the oceans at 500 mph, travelling from China to Morocco, from England to Japan - all in the blink of an eye. Its mission is to track down the world's most notorious renegades, terrorists and fugitives from justice.

Paradise is the luxurious Paradise Beach Hotel, a white sand, blue skies resort that doubles as the super vessel's home base.

Terry "Hulk" Hogan stars as R J "Hurricane" Spencer, the most decorated Navy SEAL in the history of the service, and leader of the Thunder team. At Hurricane's side is fellow ex-navy SEAL, Martin "Bru" Brubaker, played by Chris Lemmon. Bru is smart and tough, a genius inventor who never shirks from responsibility or danger.

On duty, Spence and Bru are the core of the Thunder team. Off duty, Spence has different responsibilities - as the adoptive father of nine year old Jessica Whitaker, played by Ashley Gorrell.

Bru's spare time is taken up by the Scuttlebutt Beach Bar & Grille's gorgeous and provocative manager/bartender Kelly La Rew, a role played by supermodel turned actress Carol Alt.

British actor Patrick Macnee stars as Paradise Beach Hotel owner Edward Whitaker, a former SAS agent turned hotelier/entrepreneur.

“Spence is a real positive character, ideal for me. He is close to my own personality in the way I deal with men, women and kids. It's really fun. Seeing the first couple of shows was a real shot in the arm.

When you are with Chris and Carol on set you instinctively know if something is good - you get a real high.

This is the first time I have done an interactive series. There is a control factor, because you lose control over how the programme evolves, but it's not as if the player can change my character. Understanding the interactive scripts is really difficult - Chris sometimes asks me what we are doing next. It gets very confusing.”

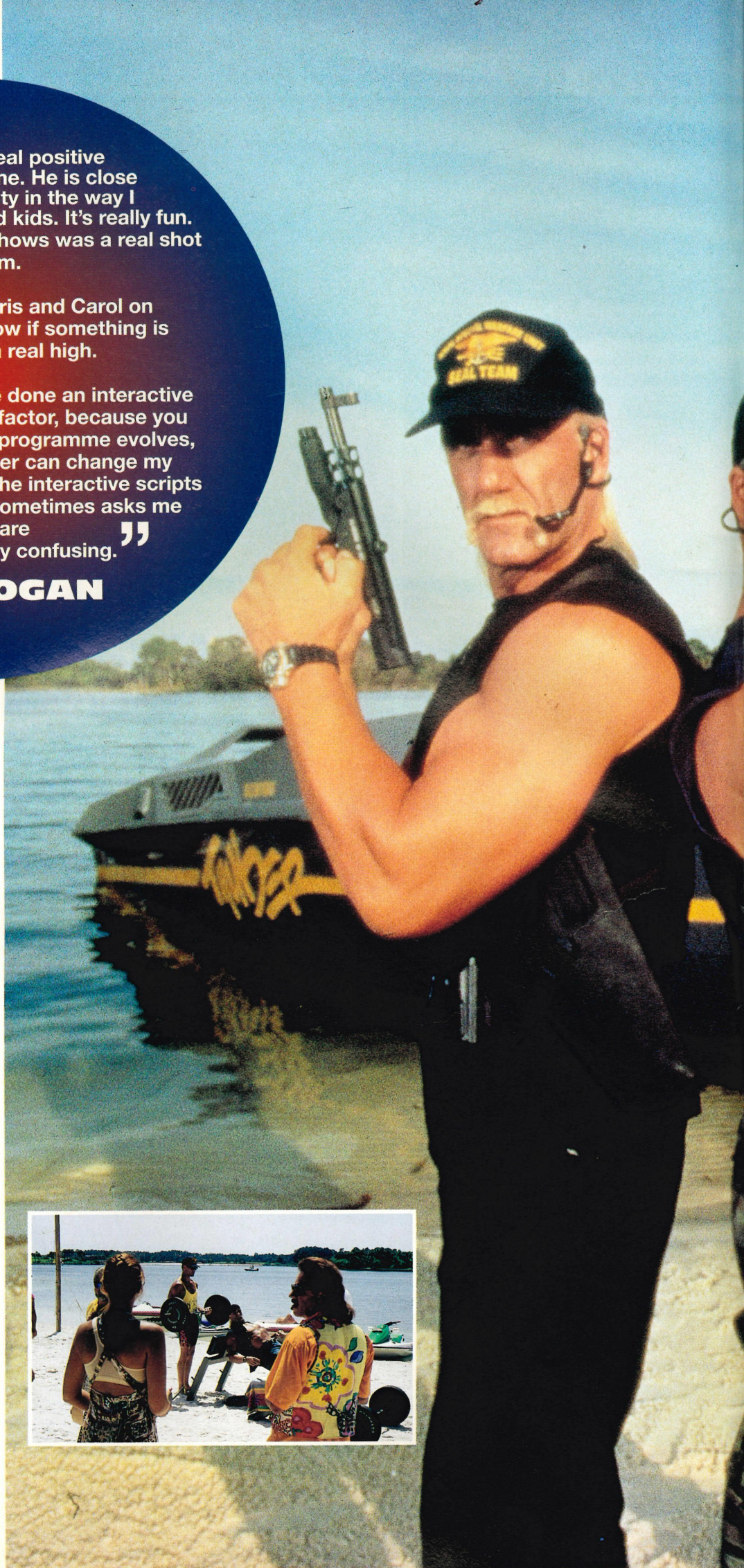
HULK HOGAN

► Rysher Entertainment and the producers are hoping to sell it to ITV in the UK. The interactive version is being produced by Philips POV, the company behind other CDi titles such as *Voyeur*.

Thunder in Paradise is an exciting mix of *Baywatch* and *Miami Vice*. A new episode is filmed every five days on location at Walt Disney World in Orlando, Florida. Each episode costs \$1m. The entire Disney site covers 44 square miles, an area bigger than Manhattan. The producers have the Disney/MGM film studios and every location imaginable at their disposal.

The deal with Disney allows each episode to be shot on a different location each week, without ever leaving the Disney World complex. At the Epcot centre on the site, there are miniature representations of a host of different countries, including Britain, Italy, Japan, Norway and France. The British site even has its own Bass pub, complete with Bass beer! The advantage for the producers is that they can “travel” to any location they choose without leaving Florida. And visitors to Disney can watch the show as it is being filmed.

Scriptwriters on the project are Tom Greene and John Hill, who worked with Robert Weaver on the interactive script. Greene says he has three scripts on the go simultaneously: the “mother”



“In many ways, Thunder is similar in concept to Star Trek. The heroes in the programme are constant, like Captain Kirk and his team, and the boat can go anywhere as the Enterprise does.

I like the buddy role I play with Terry. It took me a year to prepare for it. I had to lose 30lbs and learn martial arts. I have reached red belt standard and am aiming for black belt this summer.

I used to be a 216lb couch potato. Now I am 186lbs. I work out at the gym with Terry every day. My wife feels as if she is going out with a surfer! I never saw myself as an action hero before, but I can't wait to see myself in the interactive version. **”**

CHRIS LEMMON

script, the linear TV script and the CDi one. The CDi script is 134 pages long for each episode, whereas the linear one is just 34 pages. “I have two computers with each screen split in two, 10 different versions of the various scripts and 8x10 cards with plot outlines to work with,” says Greene. “I wrote the linear script for The Major and The Minor in two and a half days without sleep. You just have to do it.”

The toughest part is keeping the action in the linear programme in synch with the interactive one. The slightest change in the plot will ripple through the interactive game and ruin the multiple plot lines.

Robert Weaver of Philips POV is the director of the CDi version of Thunder. He already has considerable experience of CDi technology, having worked on Voyeur and Caesar's World of Boxing with senior producer/creative director David Riordan.

“We had 10-12 days to shoot the two hour CDi episode of Thunder,” says Weaver. “Normally you would have a maximum of 90 scenes in a linear two hour programme. In an interactive one, it can be 345 scenes or more. POV had been looking for a suitable TV show for some time from which to spin off a CDi game. I knew Michael Berk and saw a pilot for Thunder at his house ▶



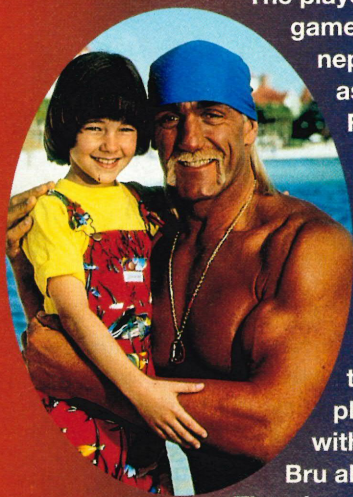
The interactive plot

The interactive episode of Thunder is called The Major and The Minor. Spence and Bru take on their enemy Rampike in a race to control a bio-humanoid, codenamed The Major. Rampike's obsession with gaining control over The Major has prompted him to kidnap Spence's adopted daughter, Jessica, when it is discovered that she holds the key to The Major's whereabouts.

The player in the game is Spence's nephew Zack, assistant to Dr Franklin, creator of The Major. When Dr Franklin is injured in The Major's escape from the lab, the player must go with Spence and Bru aboard

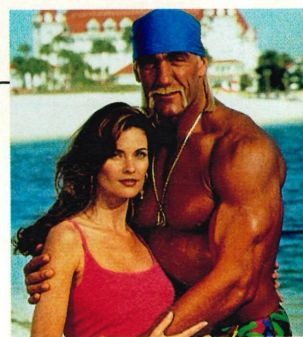
Thunder as they try to recapture The Major.

Spence has always seen his nephew as an "egghead" only interested in computers and bio-science and is not wild about him accompanying them on a combat operation. Unless Zack can prove that he is capable of helping Spence and Bru recapture The Major, their attitude towards the player is not going to be friendly. Spence and Bru discover that The Major is fixated on finding Spencer's daughter, Jessica. Rampike kidnaps Jessica in an attempt to lure The Major to him. The player must help Spence and Bru regain control of The Major. The player will be in charge of Thunder's capabilities as they battle with The Major on sea and land. If the player does not gain control of The Major before it returns to Dr Franklin's lab, the player will have to defeat The Major as well as Rampike's minions to save Jessica.



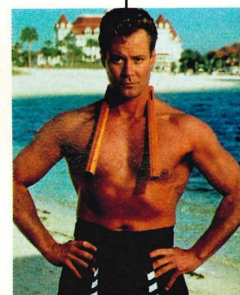
Terry "Hulk" Hogan

Hogan began bodylifting in 1967. After studying business administration and music at the University of South Florida, he began training as a wrestler in 1973. In the late 1970s he moved to Venice Beach, California - also known as "Muscle Beach" - and became a professional wrestler under the name of Terry Boulder. In 1979, he was recruited into the World Wrestling Federation (WWF). He became Hulk Hogan in 1983. Hogan first won the World Wrestling Federation title against the Iron Sheik in 1984 at New York's Madison Square Gardens. He held the title throughout the rest of the 1980s.



Chris Lemmon

Chris Lemmon is the son of actor Jack Lemmon. He is an actor, musician/composer, writer and dancer. He graduated with a BFA in Classical Piano and Composition from the California Institute of the Arts. He landed his first professional role as the "Aramis Man". He had a recurring part in the hit series Knots Landing, regular roles on the network series Brothers and Sisters and hosted his own talk show, Into the Night. He has starred in films such as Private Offering, Dad, That's Life, Swing Shift, Weekend Warriors, Just Before Dawn and Airport '77. Lemmon is married with two children.



Carol Alt

Carol Alt is one of America's most successful super-models. She has graced the cover of more than 600 magazines, including the coveted Sports Illustrated swimsuit issue. In 1984 she made the transition from modelling to acting. She went to Europe where she has starred in 17 films and numerous TV series. On returning to the US, she won roles in the mini series Vendetta and such films as A Family Matter, Millions and A Wonderful Life. She has hosted CBS This Morning and Good Morning America and served as a special correspondent for Entertainment Tonight.

► during a party. I wrote the story line for both the linear and interactive versions and pitched the idea to Michael.

Thunder was perfect material because it has a lot of action and a tremendously valuable licence in Hulk Hogan. I liked the look of the show - it was a real fun environment in which to play - and there is plenty of opportunity to beat the bad guys."

In many ways, Thunder is aimed at a similar market to that of Voyeur. It is not intended for the hard core Sega/Nintendo game market, but is more a form of interactive entertainment. The viewer can jump into the action at key points and take control. The story changes depending on how you do in the game.

POV

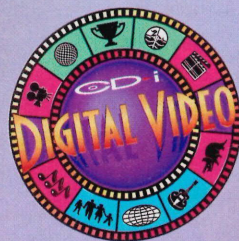
POV Digital Entertainment was formed in March 1991 to create CDi and CD-ROM entertainment titles for Philips Media. POV uses its expertise in film and television production, 3D computer graphic rendering and game design to create entertainment software titles that feature actors, interactive story lines, film quality music and full motion video sequences. POV has created ten award-winning CDi titles: Voyeur, Caesar's World of Boxing, NFL Hall of Fame Football, Phantom Express, Zombie Dinos from Planet Zeltoid, Girl's Club, Lords of the Rising Sun, Mystic Midway, Defender of the Crown and Tetris. POV is directed by David Riordan and David Todd.

WH SMITH



**CDi Software is now available in all
these WH Smith stores**

*Bath, Bexleyheath, Birmingham, Bolton,
Bracknell, Brent Cross, Bromley,
Cambridge, Cardiff, Cheltenham High Street,
Chester, Croydon, Exeter,
Gateshead Metro, Hull Prospect Centre,
Kingston upon Thames, Leicester
Gallowtree, Lewisham, Liverpool,
Newcastle, Preston, Reading, Wood Green.*



We've been waiting an eternity for The 7th Guest to come out on CDi, but the finished version is finally here.

STEVE KEEN says "Let's get spooked!"

the **7**th guest

It's here at last! Yes, the game every CDi owner has been pestering Philips for info on for the past 12 months has finally come out. Anyone who saw the PC-CD ROM version will have been bowled over by the incredible graphics, but now that the CDi version is here, they'll probably self combust.

The game's plot could be straight from a Steven King novel and it is thicker than a Yeti's posing pouch. Sinister toy maker, Henry Stauff, has been seducing the local village youngsters with his life-like wooden dolls. The kids loved them until, one day, the children began to fall ill and disappear.

Disappearing kids

Stauff vanished too, and nothing was heard of him until six locals received invitations to visit his spooky mansion on the hill. As a would-be sleuth, you must find out what has happened to the six visitors, unravel the mysteries of the mansion and discover just who is the 7th guest.

Starting with the incredibly eerie intro that sets the scene, every cinematic trick and audio treat has been employed to provide players with the ultimate in game immersion and atmosphere. It's time to dust off those brain cells, because right from the beginning you'll

realise that the gameplay leans heavily on puzzle solving.

Finding your way around the maze of passages and rooms in the house is a task in itself. As you position your cursor for your first steps forward, prepare to have your socks blasted right off! As soon as the backgrounds start to move, and gorgeously-rendered 3D objects swish past you more smoothly than a velvet ice cube down a marble mountain, you know that the Digital Video Cartridge was worth every penny.

Rooms are amazingly detailed with chairs, cups and saucers, sideboards and texture mapping on carpets that would send a Persian rug dealer running for the cyanide capsules. Imagine clicking on a sink and being swept down the plug hole, while huge spiders and ants hurtle towards you!

You can wander around and explore each room to some extent, but you don't have complete control or freedom of movement.

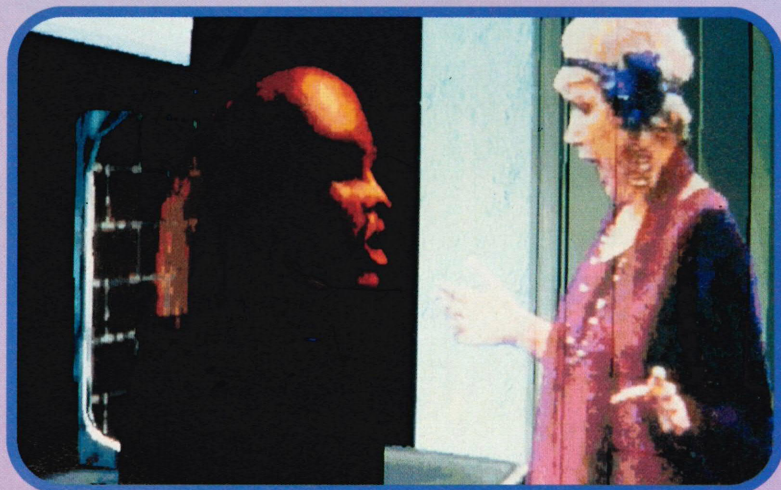
Puzzle solving

The program suggests points of interest and it is up to you if you want to examine them more closely. Having said that, you can see just about every object in a room from a variety of angles, as the camera pans around in spectacular style.



Not every location is immediately accessible. You must solve a certain amount of puzzles first, in order to unlock their secrets. The house is big, sprawling over two floors and a spooky basement, but there's a handy map which keeps track of where you have been and what has yet to be explored.

Every chamber hides clues to what has happened to the other guests and why they came to Stauff's mansion in the first place. Ghostly apparitions appear like past echoes in time and digi-



tised characters materialise in front of your eyes, run through their pantomime pieces and vanish again.

Ghostly apparitions

You can expect to see some grizzly scenes on the disc, as each guest gets bumped off in turn. At this point it's fair to say that there are some animations that are decidedly dodgy and definitely not for youngsters. One scene shows an imp stabbing a blood-stained woman, while another depicts a doll suffocating a baby to death in a cot. To be avoided by the squeamish.

The bony hand you see in the middle of the screen is the key to controlling the game. If it beckons you towards an object or door you can enter that location. If it turns into a mask there is a cinematic animation to watch. Alternatively, if some chattering teeth are revealed, a spooky act of poltergeist-like proportions is about to happen.

The main icon is the pulsating brain which means it's puzzle time. Puzzles range from the amazingly easy, such as spelling out sentences from jumbled letters, to brain-clottingly hard teasers, such as chess problems. You are never told the object of the puzzle, it's a case of trial and error. It is easy to get stuck, but in nearly every room there's a secret path straight down to a puzzle

book. The book gives you clues to solve the current teaser and if you visit it three times for the same puzzle it will solve the conundrum for you.

The 7th Guest is a fabulous journey into the cinematic computer-generated world. It has the most stunning graphics you'll see on any home entertainment system and makes the PC-CD ROM look like a Morris Minor with three million miles on the clock. The speech is fantastic with believable actors' voices, an incredible music score and stacks of special sound effects. Hook it up to your hi-fi and you'll get the fright of your life.

Stunning graphics

It would take a brave person to knock the achievements of the programmers involved in producing such a highly polished and atmospheric game on CDi. You'll be cemented to your seat for hours when you first settle down, but when it's all over you'll probably only get it out to impress your friends. So, for all its amazing visuals and incredible sounds, as a game it provides 20 brain-teasing puzzles linked by stunning 3D computer graphics. But you'll probably end up buying it for the soundtrack and the superb way in which the CDi player handles the game.

RATINGS

Graphics: 97%

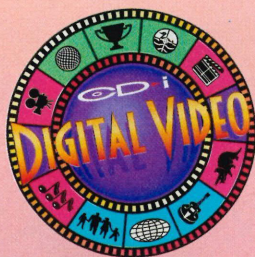
Sound: 96%

Interactivity: 89%

Overall: 90%

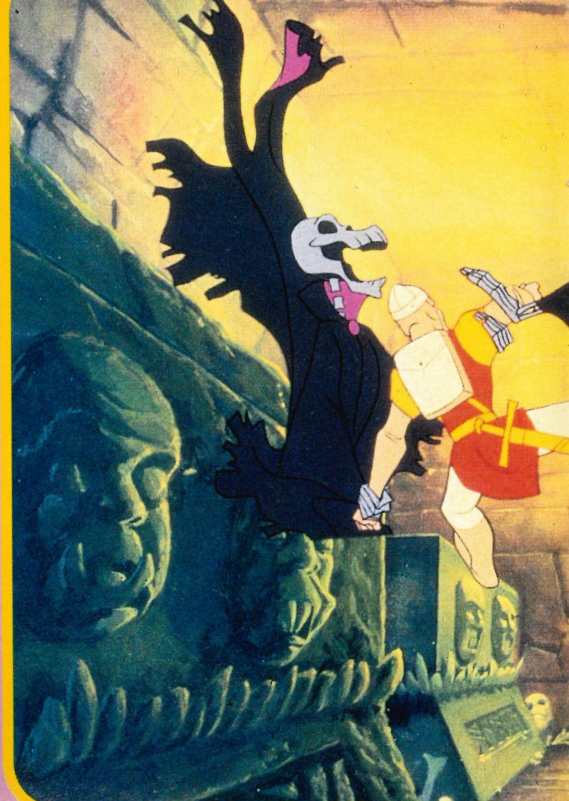
Cost: £49.99

Out: June



You've struggled through Space Ace, now try the second of Don Bluth's arcade adventures on CDi, says Mat Toor

DRAGON'S LAIR



animated movie created by the former Disney wunderkind Don Bluth.

Of course, this wasn't just an ordinary - albeit beautifully animated - cartoon. It was the world's first *INTERACTIVE MOVIE*! You could not only watch as the gangling warrior knight Dirk the Daring dived with death as he sought to free the Princess Daphne from the clutches of the evil dragon - you could also get involved in the action.

Of course, there was a price to pay for taking part in this revolution. The first was in pure fiscal terms. If my memory serves me correctly, it cost the princely sum of £1 a go (which in those days would buy a nice semi in Basingstoke). The second was that the gameplay was so unlike anything else around that even hardened arcade addicts found it tougher than the Rev Ian Paisley's tonsils.

Why so tough? Well, the problem with spooling gameplay as pre-configured sound and visuals from a disc is that the interactive element has to be compromised. After all, it takes years of man hours to produce a totally linear

animated feature film with no interaction whatsoever.

So Dragon's Lair was constructed as a series of episodes joined by interactive links where the player must defeat a monster or avoid a trap by hitting the joystick or fire button (or both) at precisely the right time and in precisely the right direction.

If you do it right, Dirk whips out his big sword (oo-er) and slices up the bad-dies, or jumps from mortal danger into safety. But more often than not, you watch helplessly as Dirk kicks the bucket in a variety of ingenious and beautifully animated ways.

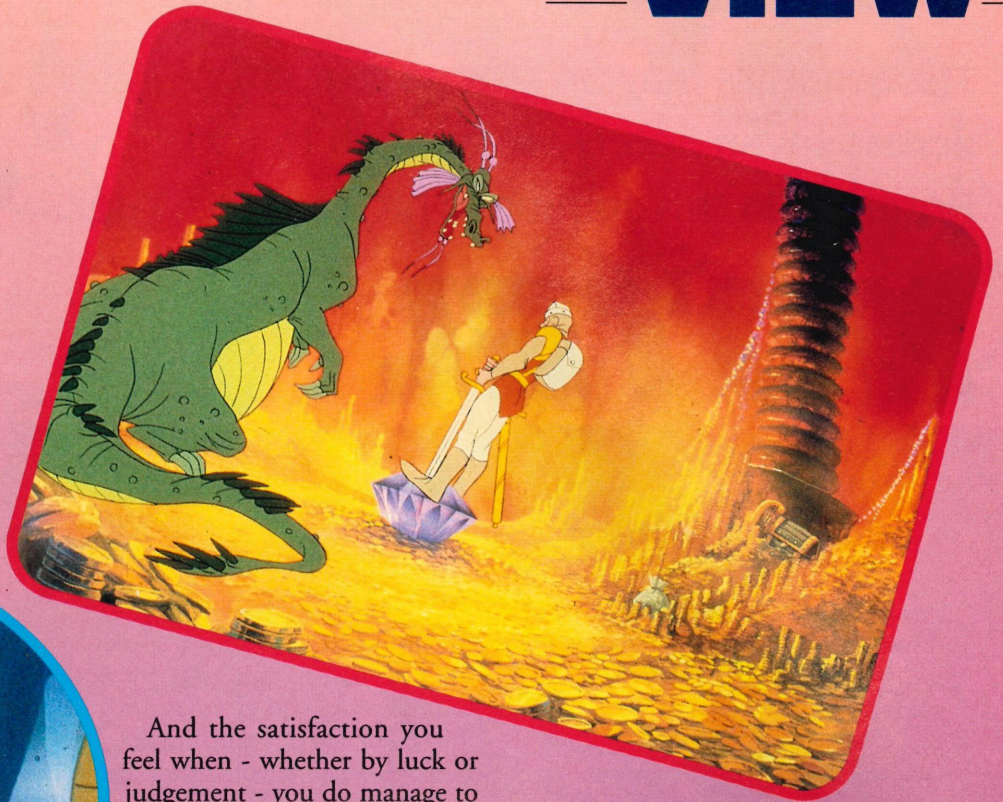
The frustration factor is compounded by the fact that Dragon's Lair is not a game with a smooth difficulty curve - it starts off tough and gets tougher. There are no skills to learn as such. It's simply a matter of trial and error. Watch out, there's a funny flaming sword! Pull back the joystick... aaarrrgh!... Watch out, there's a flaming sword! Push the joystick to the left...aaarrrgh!...then to the right...aaarrrgh! And so on until you happen to find the right option, more often, it



Dragon's Lair. They might just have well titled the game "A Million and One Ways to Die". I sound frustrated? I am frustrated. Dragon's Lair is a very, very, very frustrating game. Does that mean it's no good? Well, no, so read on.

For those who've been in a coma for the last decade, a few words on what this Dragon's Lair malarkey is all about. The game first surfaced in the early 1980s and caused a big splash at the time because it was the first arcade game to use a LaserDisc player rather than a computer to generate its graphics and sound.

The advantage was that the machine produced visuals and a soundtrack that knocked the spots off the blocky sprites and blippy sound effects of rival arcade machines. We were talking broadcast TV standard. And the program it was showing was a specially commissioned



And the satisfaction you feel when - whether by luck or judgement - you do manage to pull off the right sequence of moves and save Dirk's life borders on the ridiculous. (Like the smugness you feel when you manage to throw a scrunched up bit of paper ten feet and it lands in the bin at the first attempt).

You may have noticed that I haven't made any distinctions between the arcade version of Dragon's Lair and the CDi one. That's because there are none to speak of. The Digital Video cartridge once again delivers the audio visual goods in spades. Ten years on, Don Bluth's animation can still make you drool uncontrollably.

If anything, disc accessing on CDi seems faster than the arcade version: so the delay between you doing something with the controls and Dirk doing something on screen is almost imperceptible, making the game seem more "interactive" and the whole experience more enjoyable.

So is Dragon's Lair any good? Gut instinct tells you it can't be. That it isn't a real video game. That you are more of a spectator than a participant. That skill doesn't come into it. The trouble is, I'm still playing it even though I've finished writing this review. It's a funny old world, isn't it?

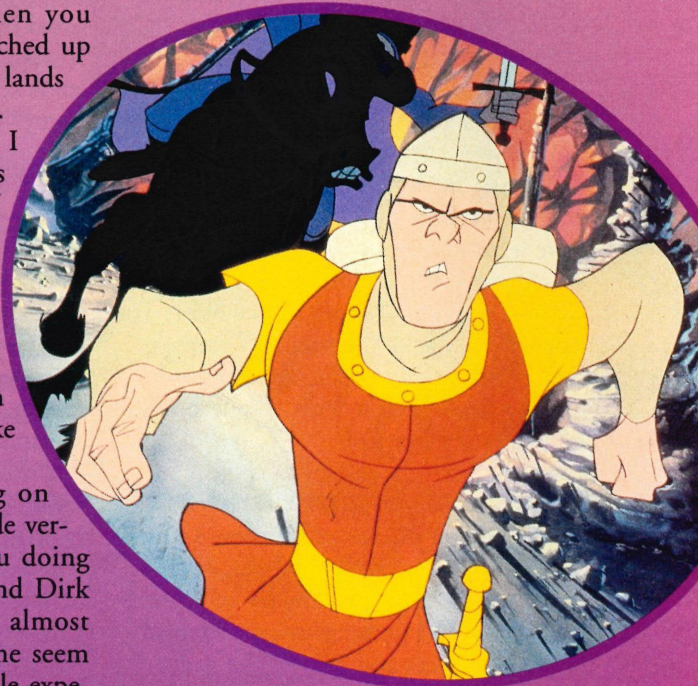
must be said, by accident than design.

That said, there are scenes where there is a tangible link between your choice of options and the dangers Dirk faces. For example, when Dirk mounts a magical horse and it flies off leaving you to avoid instant death by moving the joystick right or left.

That is a scene which plays with the same level of involvement as a "real" video game, with the bonus of perfect visuals and sound.

But carping about the level of involvement in the game as a whole is probably missing the point. Because the more I played Dragon's Lair, the more frustrated I became - *BUT THE MORE I KEPT ON PLAYING.*

That is an important point, because while the logical left hemisphere of your brain tells you this is a stupid, arbitrary game, the touchy-feely right hemisphere couldn't care less. It just wants to see what happens next, to discover new scenes, to see Dirk meet his maker in yet another ridiculous fashion.



RATINGS

Graphics: 93%

Sound: 93%

Interactivity: 67%

Overall: 88%

Cost: TBA

Out: July

The graphics may be limited, but 80 levels across seven hotels are enough to make Hotel Mario this summer's hit, says Mat Toor

HOTEL MARIO

In the last issue of this most excellent organ, we took a look at an early version of the debut on CDi of perhaps the most famous plumber in history, Mario.

With his taste for mushrooms and dungarees, Mario made an unlikely corporate mascot for the Japanese video games giant Nintendo. But you can't argue with his success: he is more recognisable to kids than Mickey Mouse and just one of his cartridges (Super Mario Bros 3) sold more than 30 million units - making it the best-selling product of all time.

So our hopes were high for Hotel Mario, but playing the early version we were a bit iffy about the game's longevity - there was a distinct lack of variety in the preview levels. However, it turned out the disc contained only the first of seven stages. So now that we've got the final version with all the levels, how does it shape up?

Beginning, middle and end

Before we get to the conclusion - after all the editor subscribes to the "beginning, middle and end" theory of review writing - I had better give you the low-down on the ins and outs of the game.

In plot terms, it's the same old story. Mario and Luigi are out for a walk in the woods when the princess of the mushroom kingdom is kidnapped, yet again, by the troublesome turtle Bowser. Naturally, the lads have to rescue the silly woman and reinforce outdated gender stereotypes for another generation of impressionable youngsters. Right on!

But enough of the PC paranoia. The gameplay engine (that's a cool

piece of industry jargon for you) will be familiar to anyone who's played a Mario or Sonic game before. You can run, you can jump and - gasp! - you can take out the baddies by jumping on their heads.

The main - if not only - innovation in Hotel Mario is that to travel between the platforms you have to use lifts (or elevators to our American cousins).

Hotel Mario also does away with the usual left to right scrolling shenanigans. Instead, all the action takes place on a static screen which represents one of the numerous hotels in which Bowser and his nefarious neophytes have banged up the princess.

Keep slamming the doors

Along with the aforementioned lifts, these hotel stages consist of various floors with more open doors than a Group 4 prison. For some unexplained reason, Mario has to slam shut all these doors to complete the level and help free the helpless princess.

Of course, it's not just a matter of running around banging doors shut. There are quite literally hotel floors full of baddies out to get you, in a most gang-up-on-the-fat-boy-and-make-his-life-a-misery type way

The opponent's team includes smil-

ing centipedes, killer tomatoes, dive-bombing ink stains, parachuting bombs and others of the same ilk. And of course there is the clock, ticking away in the background, gradually turning the screw and piling on the pressure. So make sure you have a fresh pair of underpants on hand while you struggle to shut that last door on the top floor before the clock calls time.

Hotel Mario is something of a backwards step as far as the brave new world of interactive multimedia is concerned. Apart from the colourful cartoon sequences pulled off CD during the intro and exit sequences, there is little in the graphics department that would look out of place on a NES, let alone a SNES or MegaDrive. The sound is more impressive, with neat sampled speech and spot effects, and some *very* funky tunes.

But as disgruntled CD-ROM users across the planet will testify, flashy ray-traced Silicon Graphics rendered images and state-of-the-art orchestral overtures do not necessarily a good game make.

Gameplay is all important

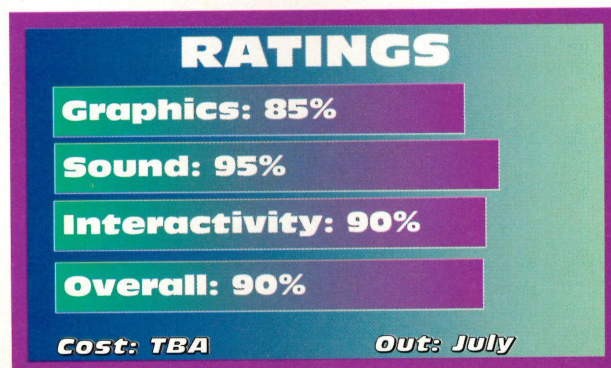
How the game plays is a far more important part of the equation than how it looks - a piece of elementary common sense that seems to have eluded the majority of programmers and publishers recently.

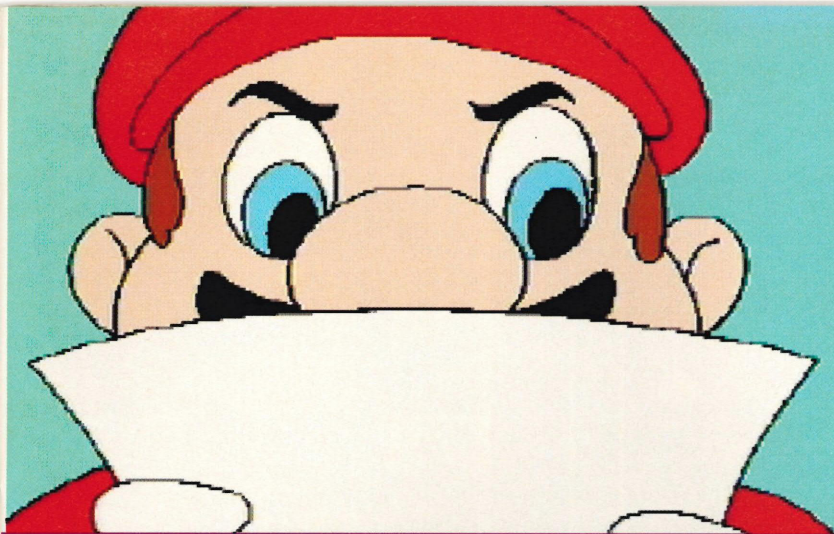
Which brings us neatly to the question posed way back at the start of the review: the playability factor.

The good news is that the final version of Hotel Mario packs more than 80 levels located across seven hotels onto the CDi, making this a monster-sized game. And although the screens are static and the graphics unspectacular, the game does share the same qualities that made Mario's previous outings so successful: it is simple to get into and once you've picked up the basics, the difficulty curve is so well plotted that you won't want to stop.

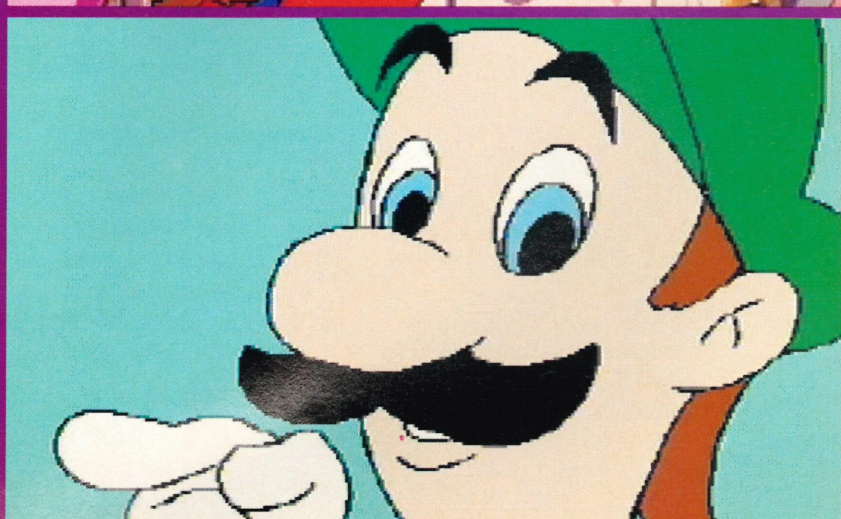
The bad news is that you're not going to get a sun tan this summer if you check into Hotel Mario.

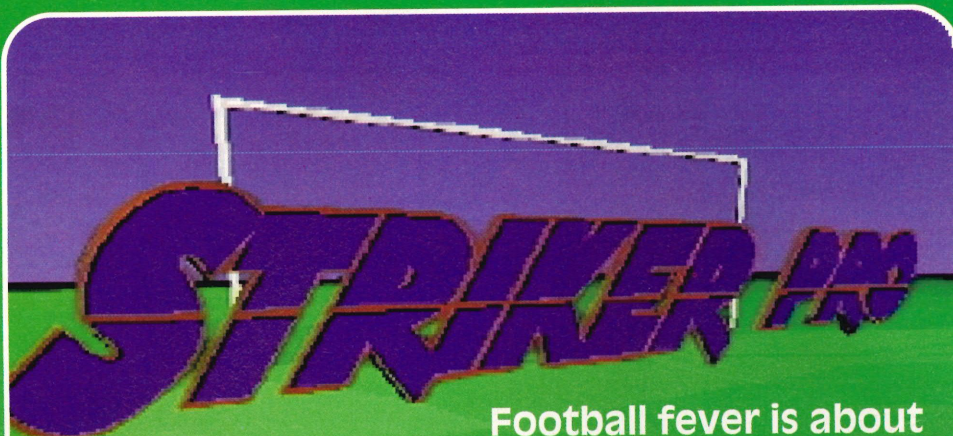
In conclusion, then, this is a game whose scenario and graphics promise very little - after all it is just another platformer - but which delivers more gameplay and fun than a truckload of so-called state-of-the-art "interactive movies" ever can.





***The final version of
Hotel Mario packs
more than 80 levels
located across seven
hotels onto the CDi,
making this a
monster-sized game***





Football fever is about to take hold with the World Cup in the USA. So what perfect timing for Philips to release the first football game on CDi. Is it any good?

In case you hadn't noticed, several countries are getting together for a kick-around this summer. This involves a couple of weeks in Miami and various other sun-drenched US cities, playing footie, drinking Bud ("The Official Drink") and competing for a trophy that looks like a dinosaurs' dangly bits.

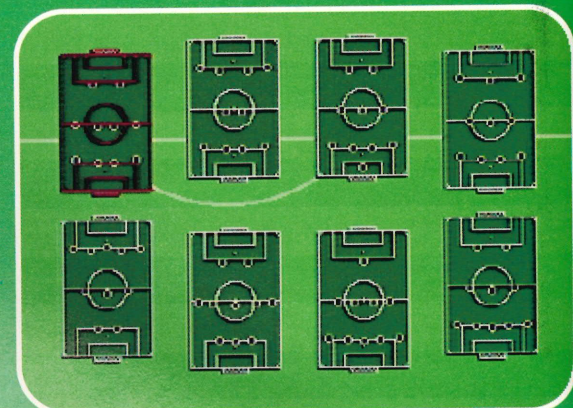
Nothing that important really. After all, it can't be a genuine World Cup competition without England, can it? But one fallout from this extended Sunday morning kickabout is that every publisher and his dog is releasing football games this summer.

Apart from the "official" World Cup tie-in from US Gold, there's Sensible World of Soccer, Kick Off 3, FIFA (on the SNES), Ryan Giggs's Soccer and Striker Pro on CDi. So you needn't feel left out!

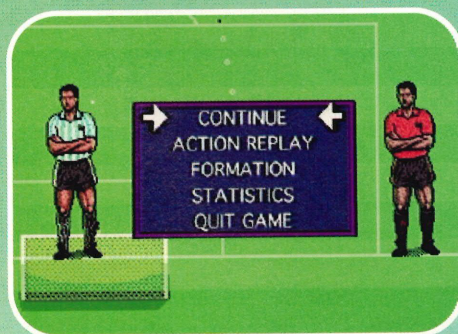
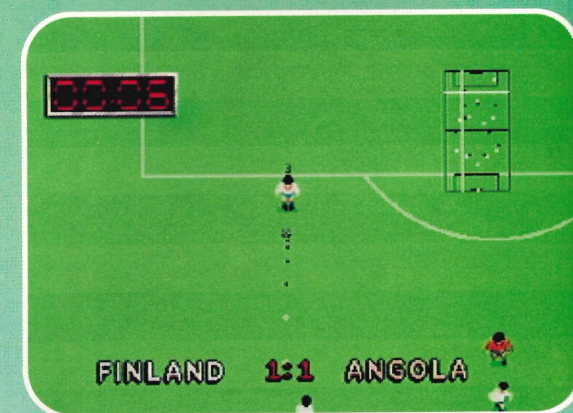
You can ignore the real thing in favour of your CDi-assisted Fantasy World Cup, a land of dreams where England gets to score goals, play exhilarating end-to-end football and stuff Denmark, Holland and San Marino out of sight. You can even play with your mates, as this is a two-player game.

Sounds good, doesn't it? And when you first put the disc in the machine and boot up (geddit?), it looks pretty damn good as well, with a nicely rendered 3D intro sequence. But then, sadly, it all starts to fall apart.

The first sign that something's not quite right in the state of Striker is the



Bottom left: Striker gives you a host of options to choose from. Top: select a friendly, a knockout, the World League or World Cup. Top right: check out some statistics. Above and below: the playfield perspective is a top-down view rather than a 3D view



"radar" to show you the whereabouts of players off the screen. Why have they changed the graphics? Other versions of Striker have a raised 3D view which looks superb. For some reason, they've replaced it on the CDi version with a birds-eye view, which is daft. The CDi is one of the most spangly graphics machines in history, and they haven't made the best use of it. Not clever.

Initially, the player movements and screen scrolling seem well up to speed (ie fast) although a touch ragged.

But then you realise the game is not being played in front of a packed stadium full of advertising hoardings, hot dog vendors and football fans. No, the match is being played upon a vast sea of green-hued nothingness which stretches to the farthest limits of the screen. More confusing still is that while you can't see the fans or stands, you can hear thousands upon thousands of people chanting and cheering - very spooky.

These strange events have obviously had an effect on the players on the pitch, too. The goalkeepers, for instance, are nervous wrecks who make exaggerated dives for the most innocuous of incoming shots. The players up front seem to be reluctant to respond to your controls - there is a small but totally irritating delay between the time you hit the button or shift the Touchpad and the action reaching the screen. Even the ball itself seems to bounce intermittently like its in zero G.

This may all sound like petty sniping, but the fact is there are two essential ingredients to a footie game: gameplay and atmosphere. The best ones (Sensible, FIFA) have bucketloads of both, others satisfy because they excel in one or other department. Sadly, Striker Pro fails to set the pulse racing on either count. And they really should do something about the less than perfect collision detection.

At the end of the day, this is a football game a few years behind the opposition on console and computer formats. That doesn't make it a bad game in itself - after all it is the *only* soccer sim on CDi - just a disappointing one. A game that promised so much has delivered far less than it could have.

	ARGENTINA	ANGOLA
GOALS SCORED	01	00
SHOTS ON GOAL	06	10
CONSECUTIVE PASSES	02	07
POSSESSION	51	49
PENALTIES	00	00
CORNERS	00	03
FREE KICKS	01	01
FOULS CONCEDED	01	01
BOOKINGS	00	00
RED CARDS	00	01

RATINGS

Graphics: 72%

Sound: 68%

Interactivity: 65%

Overall: 66%

Cost: £29.99

Out: June

options screen. It is not that there's a lack of them, far from it. You can control the type of pitch, the weather, your team formation, the way you dribble (the ball, that is) and the duration of the match. Everything you could want to fiddle with has been included - it's a tweaker's paradise.

No, the real problem is the presentation of these options - the on-screen graphics are pretty crude. And the pulse of anxiety starts to pound harder when you reach the team selection screen - the men and their strips make the Roy of the Rovers artist look like Leonardo da Vinci.

So much for the icing, what about the cake itself? The playfield perspective is a top-down view with the obligatory

PHILIPS INVENTS

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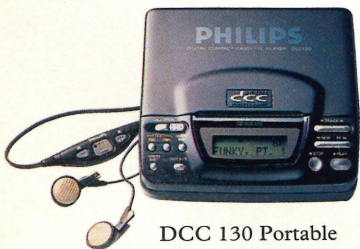
DIGITAL
dcc
COMPACT CASSETTE



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FW 91 DCC System



DCC 130 Portable



DCC 811 In-car



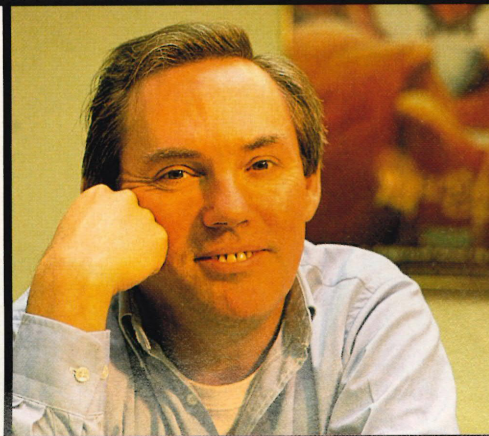


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YOU**



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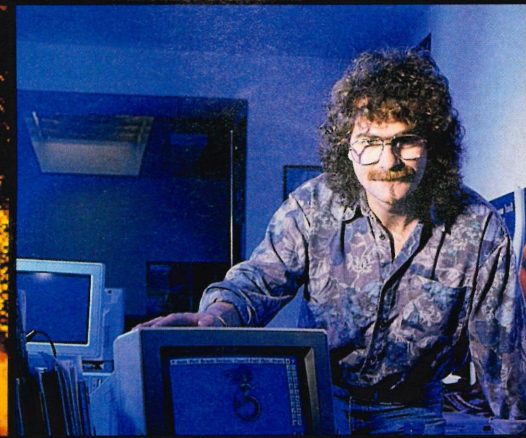
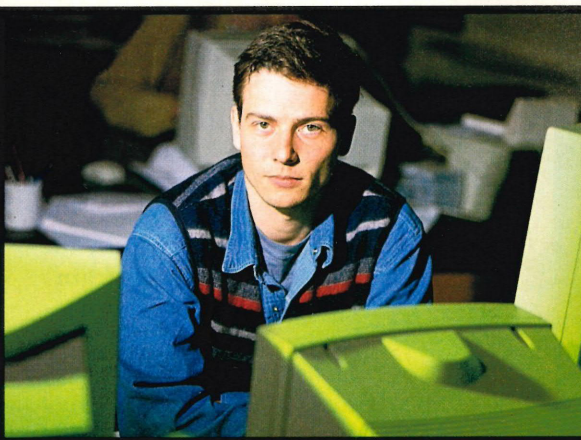
A DEVIL OF A JOB

OK, so Dominik Diamond wasn't impressed with early work-in-progress on Lil' Devil. Gerry McGovern visits Gremlin Graphics in Dublin to see if things are improving

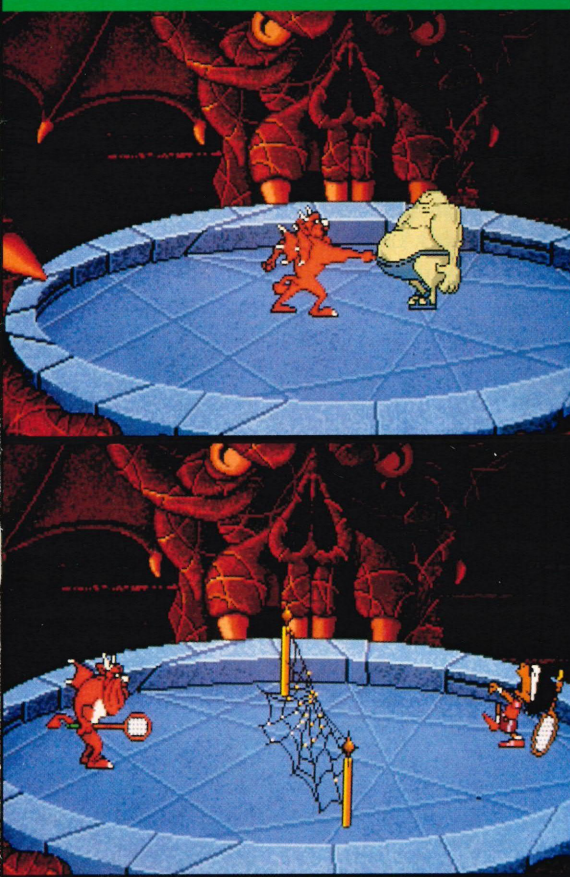
Mutt - that's Lil' Devil to you - will do anything to do nothing. He thinks laziness is the greatest sin, and being a devil, that's just cool with him. Mutt has a bad temper, a bad attitude, and now he's having one hell of a bad day.

Because poor 'ol Mutt got the short straw in the competition to see who would have to journey through the labyrinth of chaos in search of the magic, mystic pizza. He's not at all happy with this, but off he goes anyway on his highway from hell, cursing his luck and curling his lip. Along the way, if he's not careful, Mutt will get a box on the ear, an electric shot in the foot, liberal boots in the gut and an extensive crash course in falling down holes. Who said hell was easy?

So how did this loveable devil come about? Gremlin Graphics' senior animator, Aidan Walsh, explains: "Mutt seemed to develop his own attitude. Just the expression he has on his face is of eternal grumpiness and annoyance. And he gets more and more annoyed as he goes on his journey. The more mistakes you make, the more annoyed he gets, and he reacts by banging his fists off the ground and shaking them at the player. If the player doesn't move for a while, Mutt lies down and goes to sleep, and



Taking it to the limit: clockwise from bottom left the Gremlin team is Ian Hadley, Mutt - the devil himself, Philip Plinkett, Tom Rolfs, Aidan Walsh and Andrew McCabe



either dreams of sheep or a scantily clad young lady."

Graphically, Lital Divil is full of colour and carefully drawn characters. Originally designed in 16 colour for the Amiga and IBM PC, the game has been totally restructured to exploit the 256 colour possibilities of CDi, thus ensuring smooth detailed finishes and a variety of special animation effects, such as waves, fades and parallax scrolling.

Gremlin Ireland founder Ian Hadley explains that parallax scrolling "means that you can create a much greater illusion of scrolling movement. With it you get the feeling you're moving across a landscape and you've got perspective, as opposed to a flat scrolling background found on, say, PC-based games".

"Another good graphic feature of CDi is that it allows transparency," says senior illustrator Phil Plunkett. "You can have one image on the back screen and one image on the front screen and you can merge them together so that you get a translucency effect, and that is ideal for the underwater rooms where you get the wave effect."

Lital Divil has five levels and 40 hours of entertainment packed with corridors laced with food, gold and nasty surprises. The food gives you energy, and the gold you will need for

the "goodies rooms". In there you will buy the equipment needed to survive the other rooms - there are 40 in all - in which you'll find spiders, sumo wrestlers, snakes and strange, strange things that will initially make you scratch your head.

The game is violently humorous in the Tom and Jerry/Roadrunner style. When Mutt's foot touches an electric plate, he shoots up in the air giving an awful yell. Although he falls back to earth in a bundle, he gets up quickly, shrugs, narrows his eyes and goes on, melancholy in the knowledge that his is a fate worse than death. This is hell and everyone's dead already, so the thing to do is laugh at the ridiculousness of a piano hopping out of nowhere and crunching Mutt up like an accordion.

"The Lital Divil idea first came from a group of guys down in Waterford called Emerald Software," explains Hadley. "They took it to Gremlin in Sheffield, and then they broke up. On a trip over there I looked at it and said 'we can do a treatment on this concept'. I brought it back here and sat down with the animators and artists and we developed a whole story-line behind this character and concept. Gremlin in Sheffield had a look at it and they liked it and said go ahead and develop.



From there it just grew."

And grew, and grew. Lital Divil in its final form is a massive beast, far bigger than anything Ian Hadley could have imagined on the day he saw Mutt's mug for the first time. From a sheer size point of view there are few games out there - with the possible exception of Virgin's 7th Guest - which can match it for variety and longevity of journey. However, it is not simply in relation to size that Lital Divil stands alone. It has many other unique characteristics. For example, its complete lack of text and voiceovers.

"There's absolutely no text," explains Hadley. "There's no digitised voice, so the product is language independent. There aren't any symbols or icons. Many games have a pick-up icon, or a drop icon, but the whole user-interface on Lital Divil is completely intuitive. We did this because we wanted to maintain the illusion as much as possible. Therefore, the decision-making had to be incorporated into that illusion. And I think we succeeded in doing that, which is probably a first for computer games. What's more, Lital Divil is like an interactive cartoon and no-one's ever done that before. So in that respect we've created a new genre. It's like a graphic adventure in a cartoon style."

Another interesting aspect of Lital Divil is that you can play it to suit your mood. If you want an intellectual challenge - to get from beginning to end - then it will test your wits to the full. However, if you just want to wander

around with Mutt, getting the odd box in the head, having a bit of grub and seeing what's in all those fantastic rooms, then it lets you play at a more leisurely pace. If you get

tired, you can find Mutt's bedroom, put him to bed there and then continue on from that point later.

Like most games which demand the imaginative creation of a vast (under)world, Lital Divil quickly took on its own character and grew by an intuitive, collaborative process. "We



don't have an organisation here where we have a programmer who comes down from the mountain and says 'render this, this is my decision',” says Hadley. “In fact, we are all components of the design process. So the programmers, the artists, the animators will collectively try to reach a consensus on how the product should look. A great deal of the humour in the game was impromptu humour.”

Lital Divil was a long time in development. “Many times during the lifecycle of this product Gremlin UK had other highly successful products in development, such as Zool and Premier Manager,” recounts Hadley. “And they had to ask, with regard to Lital Divil, are we doing the wrong thing here? And my answer was yes, because in the short term the company will get a higher yield from doing those sort of products, but within one to two years there will be only products like Lital Divil, because the rest will fade away.”

Gremlin Ireland did not just want to create a massive, innovative game. The company was also seeking to maximise the potential of the CDi platform which it was being developed for.

“This game uses the Philips CDi player, with its Digital Video cartridge installed, and takes it to the very edge of

Like most games which demand the imaginative creation of a vast (under)world, Lital Divil quickly took on its own character and grew by an intuitive, collaborative process



Ian Hadley and the rest of the Gremlin crew who have worked on the Lital Divil project

its performance capabilities," says Hadley. "The game runs at ten decisions per second. The character can move in eight directions, and ten times a second you can decide which direction he'll go in. So the level of interactivity is pushed right up to the limit. We also had the capacity for full motion video, so we did. The whole instruction was done in MPEG flow motion video with professional cell animation."

All good stuff. But hang on a minute here. In issue 4 of CDi Magazine, guest reviewer Dominik Diamond was less than ecstatic about some aspects of the game. While stating that it was imaginative and original, he complained about such things as unresponsive controls, occasional jerky movement of characters and slow disc accessing time. Have things improved since then?

With regard to the unresponsive controls, Hadley explains that the CDi player is configured for a mouse rather than a joystick and thus some special programming was required. "There was never any doubt that we could go back and revisit the response times on the pointing device," he explains. "It just so happened that on the copy of the disc Dominik Diamond was given, that hadn't been done. But that problem is totally solved now."

The occasional jerky movement of characters was a result of the frame rate dropping below ten frames a second. This was a fine-tuning problem, which has since been eliminated.

Disc access time is more problematic. Because of the sheer size of Lital Divil, there will be inevitable pauses when Mutt leaves the tunnels and enters a room, or when he moves up to another level. This is due to code being swapped in and out and is, unfortunately, unavoidable.

"This is a problem on any product on CDi, but the point is that most products aren't as big as this one," says Hadley.

However, Gremlin has exploited an innovation on CDi which allows passive animated sequences to be played during such access time, so you can watch Mutt dosing about, wagging his tail or whatever during these short pauses.

Lital Divil may have been a long time in the making, but it's nearly finished. We will reserve our final verdict for a full review of the completed game in our August issue.

Now Mutt, if you shake your fists at me one more time...

In January 1991, Ian Hadley formed Pixel Productions in Dublin in the spare bedroom of his home. The company initially had two other employees, John McLaughlin and Thomas Rolfs - who subsequently worked on the programming of Lital Divil. Pixel's first project was Plan 9 From Outer Space, and this was quickly followed by TV work in Ireland, Britain and France.

In 1992 a 50 per cent share in the company was acquired by Gremlin Graphics (UK) and the name was changed to Gremlin Graphics (Ireland). At its most prolific Gremlin Ireland employed 13 people. Today, it has a staff of eight.

In future, says Hadley, "we will focus very, very strongly on multimedia development, on CD-ROM and CDi titles. Lital Divil may in fact be our last floppy disk development. At the moment we are abandoning cartridge-based product such as Nintendo and Sega because it is our belief that that market will be fully eclipsed by the end of 1994 by CD-ROM and by new technology which has still to be released. The market is ready for a replacement for the Nintendo and Sega 16-bit architecture."

Hadley sees Lital Divil as a type of forerunner of things to come. He expects the games industry to follow the Hollywood path with movie houses becoming major players in games development, and the budgets reaching towards the level of Hollywood blockbusters.

"It is easily conceivable that an in-depth multimedia product will exceed a budget of £1m," he says.





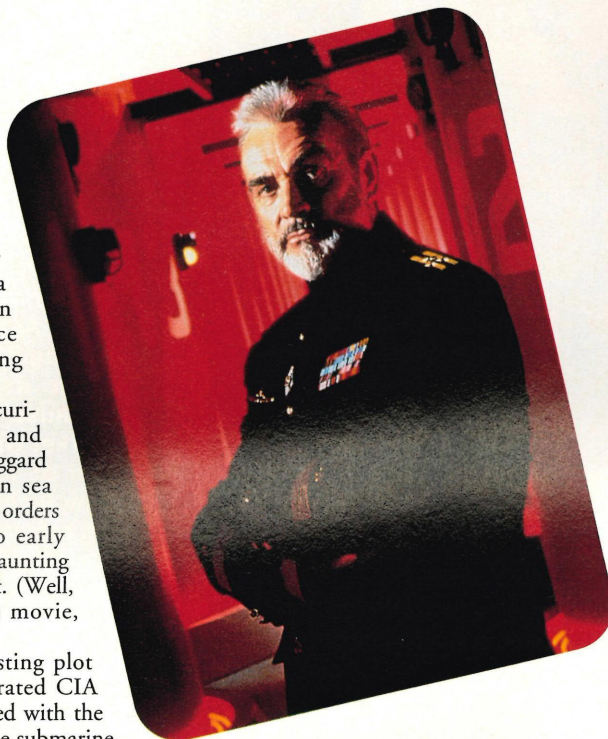
Dom Foulsham of Channel 4's Movie Watch series casts his critical eye over the forthcoming film releases heading your way on CDi



Surfacing shortly before the end of the Cold War, *THE HUNT FOR RED OCTOBER* is the classic, though perhaps slightly dated, east versus west tale of a defecting top-secret Russian submarine caught in a race against time and the pursuing Russian navy.

Sean Connery - switching curiously between fluent Russian and Scottish/English - plays the haggard sub-commander cum veteran sea dog who is destined to ignore orders from his superiors, slip into early retirement and rake over the haunting memories of his notorious past. (Well, for the \$10m salary for this movie, wouldn't you?)

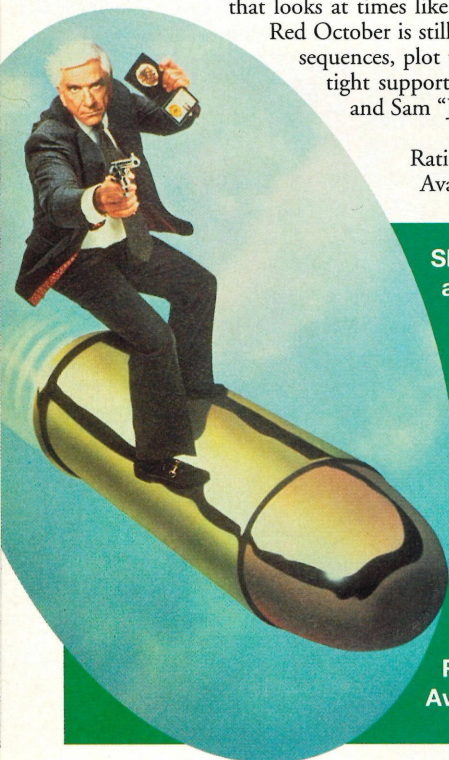
Somewhere within the twisting plot Alec Baldwin plays the frustrated CIA bookworm who has been landed with the unenviable task of getting to the submarine before the Rusky torpedos do. Despite the end of the Cold War - and a storyline



Submarine chasing with Sean Connery in The Hunt for Red October

that looks at times like it could dangerously scupper the plot, *The Hunt for Red October* is still a gripping thriller with a catalogue of submarine chase sequences, plot twists and counter twists and a good measure of water-tight supporting performances from Joss Ackland, James Earl Jones and Sam "Jurassic Park" O'Neil.

Rating:☆☆☆
Available: Now



Shortly before he began work on *Ghost*, director David Zucker delivered *NAKED GUN* as a natural progression from *Airplanes I and II* and *Kentucky Fried Movie*.

Leslie Nielsen, king of the spoof, moves from the small screen of TV's *Police Squad* (of which sadly only six episodes were ever made) and lands a starring role in *Naked Gun* as the incompetent cop Frank Drebin who is out to foil an assassination attempt on the Queen during a visit to Los Angeles.

Quite why the Queen should visit LA, let alone put Drebin in charge of security, is a considerably harder question to answer than the secret of Zucker's comedy flicks.

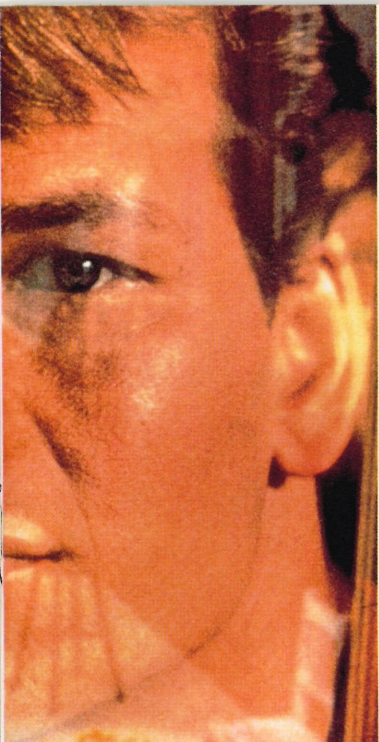
The jokes come thicker and faster than you'll manage to catch on the first take, a typical hallmark of a Zucker Abrahams Zucker comedy. This might, therefore, be the first film "custom written" for the instant replay/freeze frame of CDi.

Buy it for the beaver jokes, giant condoms (on Priscilla Presley) and the *Police Squad* gags. And then there's also the sequel, already available on CDi. A perfect package.

Rating:☆☆☆
Available: July

GHOST stars Sam Wheat (Patrick Swayze) and Molly Jensen (Demi Moore) as the *Thirtysomething* professionals who have never been so happy. They are in love. Tragedy strikes when Sam is killed during what looks like an ordinary street mugging and Jensen (Moore) is left to mourn. She doesn't realise - at least to begin with - that "good ghost" Sam is still trapped on earth, trying to warn his lost love Molly that she too is in danger.

All the original trailers for the film suggested a sentimental weepie, but the film's superb sense of humour and timing keeps it a balanced movie with an Oscar for Best Original Screenplay, by Bruce Joel Robin. Whoopi Goldberg also rightly picked up an Oscar for Best Supporting Actress as the believable charlatan Harlem psychic, and Swayze as the soul-that-can't-let-go. Directed by Jerry Zucker (one part of the trio of Zucker brothers that has given us *Naked Gun* and *Airplane*), *Ghost*



Left and below: Demi Moore and Patrick Swayze are the tragic lovers in *Ghost*

was the surprise hit of 1990. It's probably become one of the best feel-good movies of all time, with a spook subject matter that for once seems very believable.

Rating: ★★★★★

Available: Now



The nerdish duo in *Wayne's World* will keep you in stitches for hours. Time to try out your dude speak



WAYNE'S WORLD, billed as the film where "you'll laugh, you'll cry, you'll hurt", was the surfer/rock dude movie to end all surfer/rock dude movies -

until the sequel! With a catalogue of dude speak, it unleashed a complete dictionary of bizarre American teen-speak include "Excellent!", "Party On", and my favourite, "And monkeys might fly out of my butt!"

It's the story of two nerdish teenagers running a public access cable show from their mum's basement, deep in the suburbia of a mid-western town somewhere outside Chicago.

When the deebish duo suddenly catch the attention of the big-time media mogul Benjamin Oliver (Rob Lowe) the plot wanders through a sequence of events following the traditional small-fry-hit-big-time storyline, with large helpings of visual jokes, bizarre references to 1960s TV games shows and heavy metal and toilet gags.

An utterly pointless set of events and thus a hysterical movie for those with a passion for that late-teen humour which, judging by the original box-office takings, was pretty enormous.

Add in a handful of babelicious cast members (including the voluptuous Tia Carrere as Wayne's might-be girlfriend) and countless cameos from everyone from Alice Cooper to Meat Loaf, and you have a desperately serious film documenting American youth culture... NOT! Excellent!

Rating: ★★★

Available: June

MOVIEwatch

THE CRYING GAME is a romantic-thriller-meets-black-comedy, which has been a huge box-office smash in the US, although received a quiet reception in British cinemas.

The independently-backed film opens by following the often complex lives of those in the IRA - in this case Jude (Miranda Richardson) and Fergus (Stephen Rea) - and the Establishment, with Forrest Whitaker playing the black army soldier Jody.

Jody, unwittingly kidnapped by Jude, is later shot and killed while trying to escape. The story then moves to London and the search for Jody's girlfriend begins.

The tensions between the various members of the IRA begin to surface and reveal serious rifts as they plot the assassination of establishment figures in the heart of London.

The film cost a modest £3m to make, and was turned down by every studio in Hollywood. Nevertheless, it still managed to land no less than six Oscar nominations and became one of the biggest independent British/Irish successes in the US.

Rating: ★★★★★

Available: July



Forest Whitaker plays the black soldier Jody who is kidnapped by the IRA

Despite all the usual whinging about the death of the British film industry, the 1990 film *THE KRAYS* is a good reminder of a very English movie filmed and produced over here, that did very well over there.

Former New Romantic pop stars Gary and Martin Kemp give very believable performances as the infamous, and dangerous, East End gangsters of the 1960s, Ronnie and Reggie Kray.

The film, shot on location in London, follows the rise and fall of the devious duo's complete domination of the East End gangland, with a copious helping of gun-shot, romance, despair

and cold, calculating events set against the backdrop of a fashionable swinging London.

It's as much an episodic study of the Krays' home life and their close relationship with their mother Violet (played by Billie Whitelaw) as it is an account of their deeds on the road to infamy of the gruesome twosome. Look for the unsurprisingly excellent performance by Steven Berkoff, who is probably better known for his role as the bad guy in *Beverly Hills Cop II* (or in fact in any Hollywood or James Bond movie).

Rating: ★★★

Available: July



The only *INDECENT PROPOSAL* in this film must have been the single idea the producer somehow succeeded in pitching to the Hollywood studio mogul for an entire movie.

Demi Moore and Woody Harrelson play the happy couple who suddenly find their marriage under pressure when, just as they are in danger and desperate need of a few extra green notes, the naturally wealthy-wise and handsome Robert Redford makes the ultimate offer. \$1m in return for one night with Diana (Demi Moore).

Inevitably the plot demands you follow the storyline to the very end, but disappointingly is almost entirely based on the fact that the central decision for Diana is made considerably easier given that the offer comes from Redford and not, say,

Left: Demi Moore and Woody Harrelson are deeply in love. But temptation comes along in the form of Robert Redford (below) who makes an offer they can't refuse



George Burns or Bob Hope. Interestingly, Nicole Kidman and Tom Cruise were originally lined up for the parts, but Cruise later backed off when he decided the story line was a little too risky for his involvement. And it was bad news for the producers when Demi Moore (or should that be More) decided that, for the premiere screening, she had to have herself and hubby flown in on a private jet. The film is cleverly written with enough credibility to keep you glued.

Rating: ★★★★★
Available: July



Left: Gary and Martin Kemp play the Krays

RATINGS:

- ★=poor
- ★★=average
- ★★★=good
- ★★★★=very good
- ★★★★★=excellent

The films in this section are from Paramount Pictures and require a Philips Digital Video cartridge, unless otherwise stated.



Left: the fatal couple. Below: don't you dare mess with me!

After its original cinema release, **FATAL ATTRACTION** probably did more to put an end to the seemingly Eighties-style passion for adultery than any number of divorce settlements.

With the family away, lawyer Dan Gallagher (Michael Douglas) has a brief fling with Alex Forrest (Glenn Close). Unfortunately for

Gallagher, when the fling turns into a chuck, Forrest turns into an obsessive ex-on-a-mission.

"I will NOT be ignored!" she yells.

Gallagher changes his number, moves house and threatens physical violence in a hopeless attempt to detract the manic basket-case Forrest from completely destroying the family and their pet rabbit.

As a thriller, this Adrian Lyne directed film is about as subtle as a ministerial sex scandal, with the love-scenes to match.

Excellent performances (in every sense) from the clinging Close and a distraught Douglas thrown together by a continually claustrophobic storyline that really isn't for the faint-hearted (and lovers of rabbits).

A good "building" film with the sort of ending that is almost clichéd in its complete over-the-top delivery.

Rating: ★★★★★

Available: June



The first batch of multi-format Video CD discs will be released this summer. Here's a sneak preview of the first four titles



Dinosaurs: Myths & Reality

Ever since Steven Spielberg's *Jurassic Park* broke box-office records worldwide, everyone has wanted to know more about dinosaurs, the creatures that walked the earth millions of years ago.

Using animation and three-dimensional computer graphics, this disc separates myth from prehistoric reality with the help of dinosaur experts Dr Michael Brett Surman - a consultant on *Jurassic Park* - and Dr David Norman, Britain's leading authority on dinosaurs, only to find that truth is often far stranger than fiction!

Did you know, for example, that a *Tyrannosaurus Rex* was 46 feet long, 24 feet tall and could eat 150lbs of meat in one gulp! There are eight chapters on the disc, including an introduction and credits. The six main chapters explode such myths as "dinosaurs died out because man evolved" and "dinosaurs were stupid and inefficient". The animation sequences are great, with drawings and video sequences to back up the narration. This is a highly informative and educational disc. It brings the whole subject alive in a way that a book could not, and will be an invaluable learning resource for children and adults alike.



PAVAROTTI: NESSUN DORMA

World famous opera singer Pavarotti sings 16 arias and Neapolitan songs on this disc, recorded live at the Palatrussardi in Milan. Songs include *Nessun dorma* and *O sole mio*!

For owners of the Philips CDi system with Digital Video cartridge, using this disc is exactly the same as any CDi title. Pop it in the player, press play and you are away. Simple. Each song is accompanied by full motion video of the great man in action. As with most concert videos carried over to CDi, the picture appears a little dark, but this may simply be due to the original lighting on the set. The picture was quite stable.

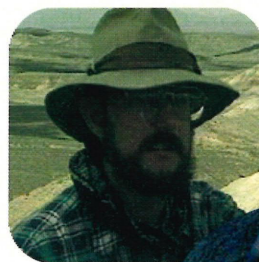
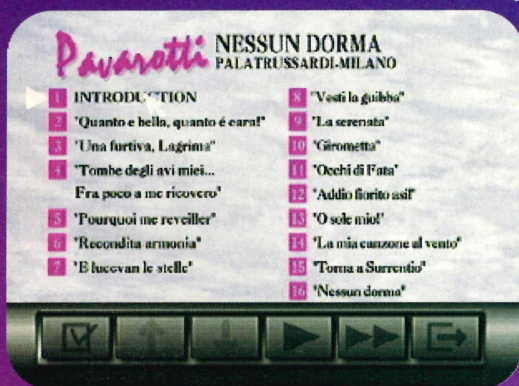


The controls on a Video CD are similar to those on a standard CDi disc: the menu bar gives you the option of play all, scan or exit. You can select an individual track or choose "play all".

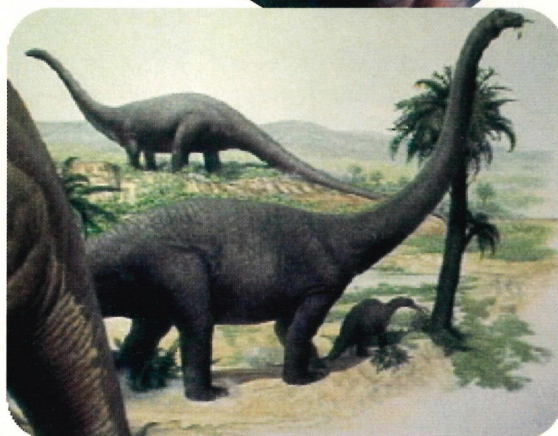
In the play mode, press button 1 again to access the secondary control bar. This allows you to fast forward or

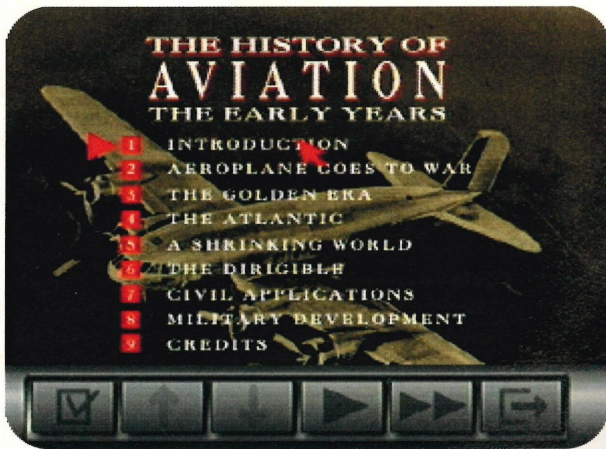
reverse, jump to the previous or next track, pause or stop. The fast forward was a little jumpy on the copy I had, but this has been modified for the production versions. With the bar showing on screen, a counter appears in the top right-hand corner of the TV screen, which is a useful additional feature. As on other PAL CDi discs, there is no variable slow-motion. Pity.

Rating: ★★★★★
Available: Now



Rating: ★★★★★
Available: Now



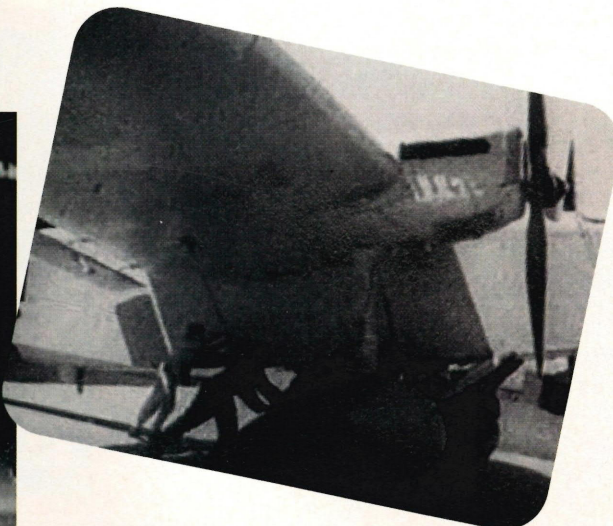
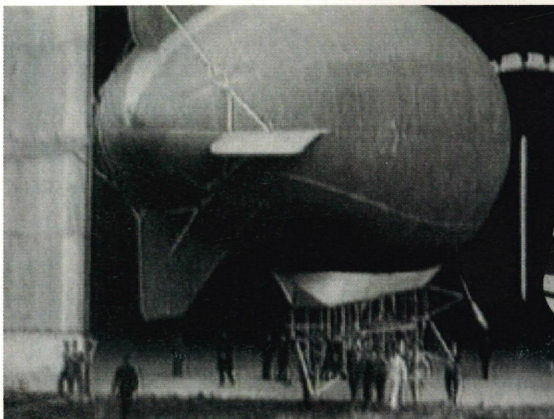


History of Aviation: part 1

The first three decades of the history of flight are described using rare archive footage featuring the early pioneers such as the Wright Brothers, Lindbergh, Amelia Earhart and Amy Johnson. The disc shows the achievements and tragedies of those pioneers up to the start of World War II. It covers subjects as diverse as the novelty of the first crazy inventions, the disaster of the Hindenburg, the first tenuous flights and the record breakers who won the Schneider Trophy.

Rating: ☆☆☆

Available: Now



PINK FLOYD: DELICATE SOUND OF THUNDER

This is the first of the music Video CD discs from Picture Music International. The company has already announced that it will release a selection of its best-selling VHS music videos on Video CD (see issue 5). Delicate Sound of Thunder will be released as a two-disc set, probably in July. Early prototype discs look promising, offering all the functionality of a normal CDi disc with the added advantage that, as a Video CD, this title will play on a variety of different hardware platforms. For CDi owners, the disc requires the use of the Philips Digital Video cartridge.

The fact that the first Video CD discs are now in development should prove to the sceptics that the format does work, and once the few remaining bugs have been sorted out, we should see plenty more titles being released.

Tracks on this Pink Floyd collection include The Dogs of War, One of These Days, On the Run and Shine On. The Video CD version is exactly the same as the video. Price is likely to be £17.99.

Rating: ☆☆☆

Available: July



(For further information on PMI's Video CD releases, call 071 486 4488.)



Pavarotti, Dinosaurs and History of Aviation are published by Castle Communications. For more details, phone 081 974 1021.

Ratings: ☆=poor
☆☆=average
☆☆☆=good
☆☆☆☆=very good
☆☆☆☆☆=excellent

CDi Magazine tunes in to the latest music releases on CDi. Get on down to Tina Turner, Eric Clapton, The Cure and Worlds Of

In January 1988, Tina Turner, the Queen of Rock, performed in front of a record-breaking crowd at the Maracana Stadium in Rio de Janeiro.

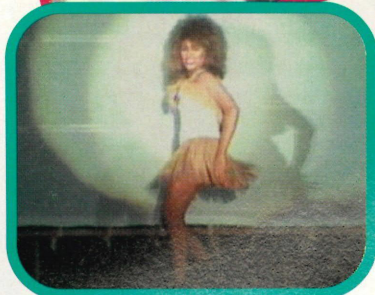
The event was recorded by PolyGram Video and is now available on CDi in a two disc set costing £15.99. Tina performs 13 tracks in her own inimitable style, accompanied by a stunning line-up of musicians, samba dancers, glitter and fireworks.

You have to buy this disc for one reason - the music! OK, so I admit to being something of a Tina Turner fan. But the combination of digital stereo sound and Digital Video to go with it is too good a combination to miss. Connect your CDi player to your hi-fi, pump up the volume and play it LOUD. Who cares if the neighbours complain?

The disc contains 75 minutes of video and music, including such classic tracks as I Can't Stand the Rain, What's Love Got to Do With It and Let's Stay Together.

You get an intro sequence of Tina being filmed in Rio, and all the spectacular effects used on stage during the concert. Definitely one to put on your "best buy" list and excellent value for money, too.

Rating: ★★★★★
Available: Now



Above and below: the Queen of Rock, Tina Turner, struts her stuff in her irrepressible style

In 1957 a seventeen year old Tina Turner ventured on stage for the first time in a tiny rhythm and blues club. Her voice and stage presence rocked the house



What is Antistatic when it's at home? A good question. Well, readers, we have the answer. It is in fact Pulse, the latest offering from the boys at Hex, which for various legal reasons has had to change its name.

For those of you new to the mag, Hex are the guys behind eEscape, the CDi disc featuring psychedelic visuals and techno music (see issue 1). Antistatic is more of the same, only this time you have more control over the visuals.

If you wiggle the joypad controller, you can change the colours on the screen in time to the music as before. But Antistatic is more interactive. For starters, the little animations that were dropped in at random in eEscape are now under your control.

You can select from the menu the type of animation you would like. They are hand-drawn by artist Catherine Marshall, who has created about 30 different pictures including trapeze artists, flying fish and a bug-eyed snake. You can even select the colour of your choice from a colour palette.

Antistatic, like its predecessor, is ideal post-club wind-down entertainment. Chill out in your living room in the early hours to the rave visuals and hard core techno beat. As it says on the disc, get out of your mind.

Rating: ★★★★★
Available: June



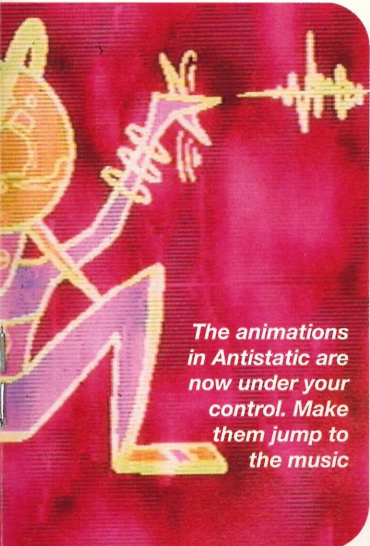
No-one could accuse The Cure of being middle-of-the-road. So this disc has been given a 15 rating and is unsuitable viewing for anyone under that age.

The first track, Tape, is accompanied by a gorgeous black and white video made by Fiction Films of Cure fans turning up for a concert. It is a suitably moody intro to the whole disc.

There are 23 tracks in all, again on two discs, including Pictures of You, Lullaby, The Walk, Let's Go to Bed and From the Edge of the Deep Green Sea. A definite must for Cure fans.

Rating: ★★★★★ Available: Now





The animations in Antistatic are now under your control. Make them jump to the music



This disc had not actually been released at the time of going to press, but is due out on 24 June.

It features the best of Eric Clapton's songwriting career, featuring such hits as Layla, I Shot the Sheriff, I Feel Free and Louise, with accompanying video. The two-disc set, issued by PolyGram Video, costs £15.99.

Rating: ★★★★★

Available: June



RATINGS:

★=poor ★★=average

★★★=good ★★★★★=very good

★★★★★=excellent

All DV music discs cost £15.99 and are produced by PolyGram Video unless otherwise stated



More of a music sampler this, but one of the first truly interactive CDi music discs. At least Perfect World, the producer, has tried to use CDi technology rather than just porting an existing video onto CDi.

We first previewed The Worlds Of.. in issue 3 of CDi Magazine. We liked it then and we still like it now.

OK, so it doesn't break any new barriers in the wonderful world of multimedia. But this is a rela-

tively low budget title, and Martin Heath and his team at Perfect World are to be commended for at least trying something new.

The Worlds Of.. features the music of five bands on the Rhythm King label: Ugly, CNN, HWXI, Sultans

of Ping and C. There are videos of each band and biographical snippets to go with them.

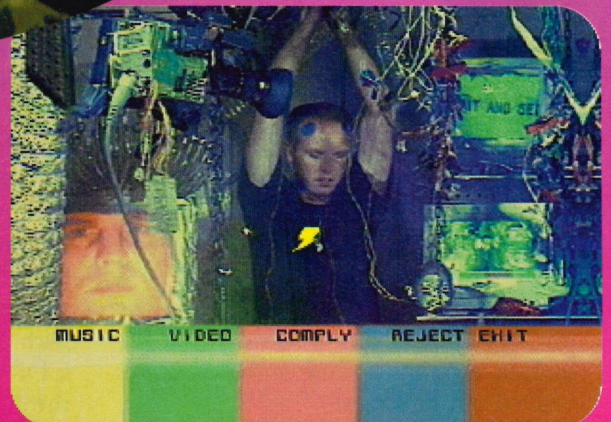
But the really clever thing about this disc is that it allows you to play around with the various elements on it. So with CNN, for example, you can alter one of their tracks, Broadway, on a mixing desk. If that doesn't grab your fancy, you can search for the various members of Sultans of Ping on the Tokyo metro system and watch them being interviewed by Mark Goodier of Radio One. Or you can switch between text, video and narrative to explore the work of multi-

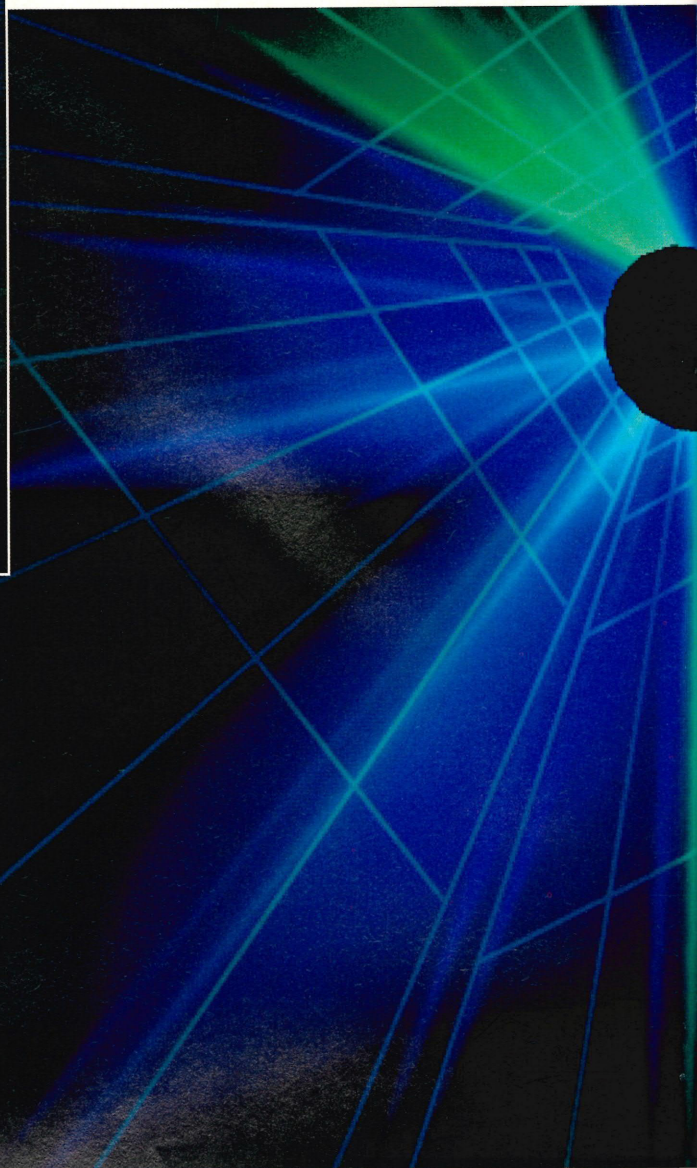
media poetess C, otherwise known as ex model Leslie Winer.

This is a disc that will please some, and infuriate others. But at least it has been made, and now it's out (at last!) you can have a look for yourselves. Rating: ★★★★★ Available: Now



Top: Glenn Gregory of Ugly. Below: video of multimedia poetess C. Bottom: Glenn Gregory gets tortured





**Electronic Sound and Pictures is
at the forefront of developing
interactive music titles on CDi.
Andy Clough talks to director
Graham Brown-Martin**

SHOCK

Watching a video of a man having his private parts cut off by a chainsaw might not be everyone's idea of fun. Similarly, you may not want rude words splattered across your television screen.

But if you ever find yourself watching a presentation by Graham Brown-Martin, director of Electronic Sound & Pictures, this is exactly what you will see. Brown-Martin has achieved a degree of notoriety on the conference circuit, and on one occasion half his audience of music industry executives walked out in disgust.

"I regard that as a success because the audience was forced to react," says

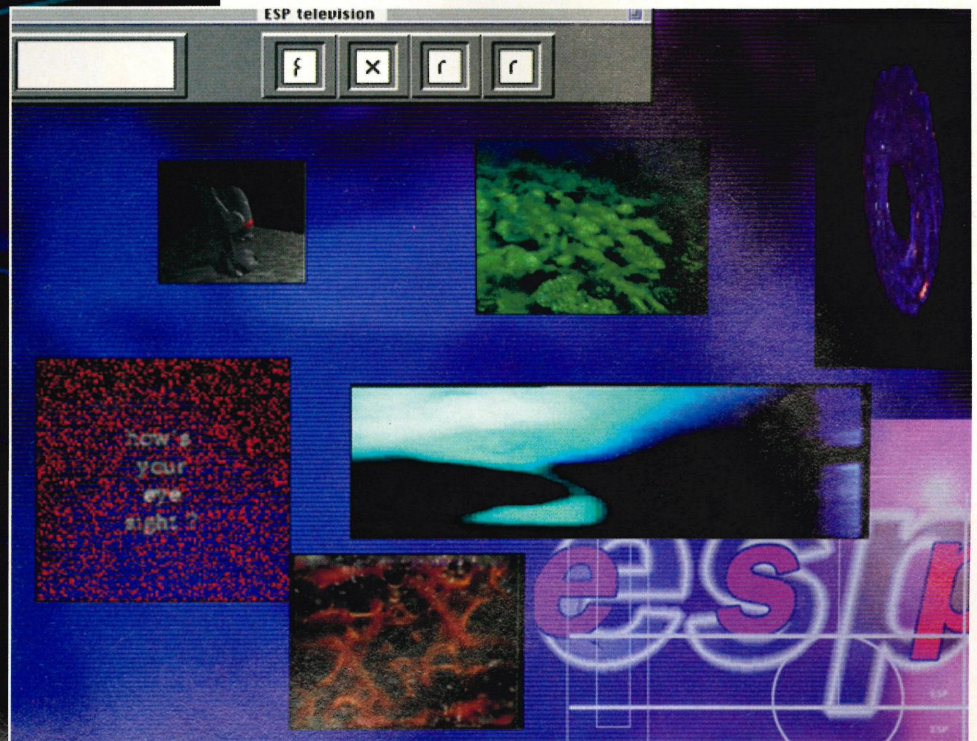
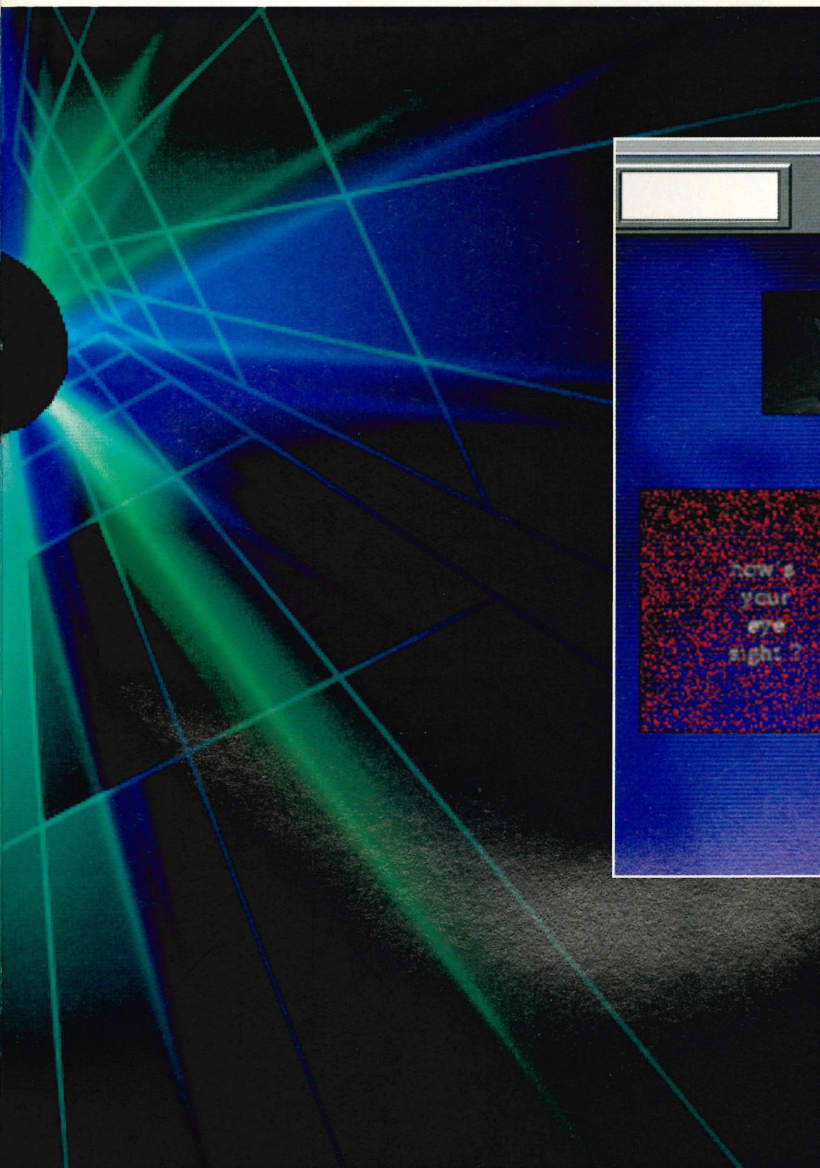
Brown-Martin. "People couldn't just watch passively and switch off. In a sense, I forced them to interact by making them leave. They registered their feelings by walking out."

Such tactics are obviously intended to provoke an uproar. They work. The music industry has been buzzing with stories about the work that ESP is doing with Nine Inch Nails on an interactive CDi which is due out later this year through PolyGram. The demo version includes banned video clips that have not been seen in public before.

Before you reach for your pen and write an angry letter to the editor, it should be made clear that not everything in the Nine Inch Nails demo will necessarily make it into the final production version. And it is important to take everything that Brown-Martin says with a large pinch of salt. The man loves to shock.

"In a sense, what we have created is a form of video terrorism. It is about sex and death. Nine Inch Nails fans will know what they are buying with this disc - obviously it will not appeal to everybody. It's too in 'yer face for the older generation."

Quite. I certainly wouldn't recom-



Left: screen shots from the Nine Inch Nails CDi disc being produced in conjunction with Island Records. Above: ambient TV sequence by ESP. Below: Graham Brown-Martin, the man who loves to shock

WAVES



mend this one for your grandmother, or even your mother for that matter. Even your editor found it a little hard going at one point.

Brown-Martin's notoriety is all part of the culture he likes to encourage at ESP, the software company he runs in Cambridge. He describes it as a collection of people who all like to hang out together, but who share a passion for one thing - music.

"I quit school at 17, got involved in the punk scene and was kicked out of the family home," he says. "I was a

musician, and like every teenager wanted to be in a band. I played everything from punk to reggae."

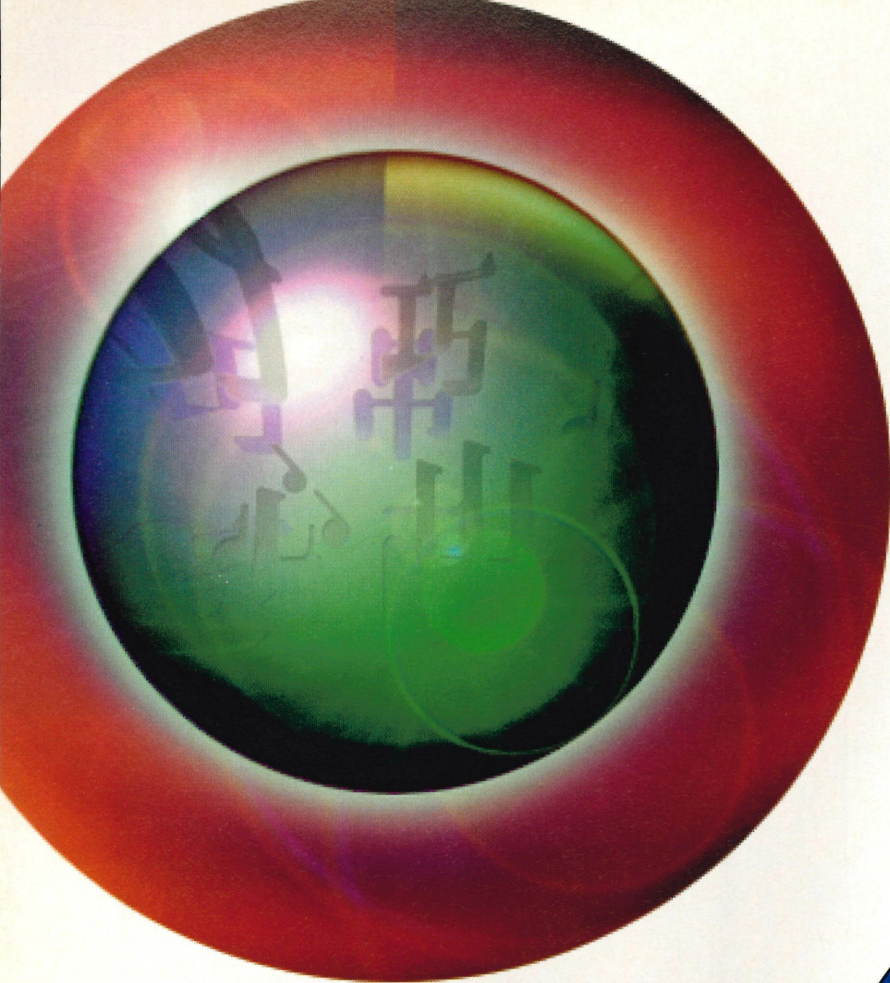
The story is telling. To this day, Brown-Martin's interest in music remains with him. He and his band of merry men have blazed a trail across the music industry, trying to explain the importance of the emerging new interactive technology to music executives who, at best, remain cautious and, at worst, are downright hostile.

"When we started talking to the music companies, they perceived us as a bit of a threat. But the record companies will have to adopt interactive technology because there is a massive cultur-

al shift taking place. The impact of digital technology on the entertainment business will be massive.

"Video games are already an essential part of teenage culture. This creates a problem for the record industry, because the current generation of 15-25 year-olds don't buy records the way we used to. But interactivity will help bring the lost generation back into the music industry fold."

It is an argument that has been heard before. But Brown-Martin has a point. The traditional linear nature of televi-



Left, above and right: early work-in-progress on *The Shamen* CDi disc. Text can be used to give information about the band and their interests and lifestyle; here only dummy text is shown

sion, film, music and the printed word is breaking down. Interactive technology enables the user to mix the various elements together as he or she chooses.

"It is inconceivable that in five years time record companies will continue to produce only passive CDs," he explains. "People will expect to listen to music and view their TVs in different ways."

The company, founded as Next Technology and renamed ESP in 1991, is partly owned by communications giant Carlton and Philips (through PolyGram). Around 45 per cent of its business is music based, another 45 per cent revolves around the development of non-fiction entertainment (ESP produced *A Child is Born* on CDi) and 10 per cent is computer games.

In his younger days, Brown-Martin started writing computer games using a Tandy TRS80 at home. He later joined a company in Oxford called Research Machines where he met his ex wife Loretta with whom he set up Next Technology.

It was at this point that Brown-Martin began playing around with CD-ROM. "I had an interest in music and TV and wanted to combine the two. We had full motion video running off a CD-ROM in 1986 and I wanted to take this technology into the consumer

market. I already knew some of the guys at Philips and it was at this stage that I became aware of CDi."

At that point CDi was merely an idea in development.

But he saw the potential. CDi could combine all his interests - music, TV and education - into one product. "Electronic media is a great way of disseminating knowledge. You can combine hedonistic entertainment such as music with an element of education. We sussed out that a CD audio player is in fact a computer and we learnt how to hack into that."

From there was born ESP's first project, an electronic album sleeve developed for New Order. This was a relatively simple device which combined video with graphics and audio. But one of the early problems they faced was that the music stopped every time you switched from music to video.

In 1992, ESP cracked the problem by developing a system which allowed continuous audio playback so the user could switch from, say, a video sequence to the lyrics on screen, and the music would not be interrupted. This was a

**"In a sense,
what we have created
is a form of video
terrorism. It is about
sex and death."**

big breakthrough.

Today, the company is working on much more sophisticated projects. Industry rumours have recently linked ESP with Irish supergroup U2, but for once Brown-Martin is uncharacteristically reticent when I mention the subject.

"We are involved with U2, but I don't want to say too much. We are sharing ideas with the band, but the expectation surrounding a U2 interactive title is huge after the success of *Zoo TV*. It may or may not happen."

Sandy Mackenzie, director of Philips Media, confirms that PolyGram is putting development funding into the U2 and Nine Inch Nails projects. "We have committed some money for prototype development by PolyGram and ESP," he says.

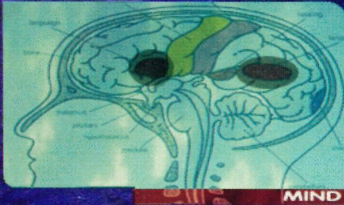
The much-discussed Nine Inch Nails interactive CDi is scheduled for release later this year through PolyGram. Although still at the development stage the aim, says Brown-Martin, is to try and make the CDi player less passive. To this end, you have to fight with the machine to gain access to the disc, which is deliberately programmed to

Right: members of Nine Inch Nails, stars of ESP's most controversial CDi disc to date, which has enraged music industry executives.
Bottom: oh no, it's that crazy man again. Where did they find him?

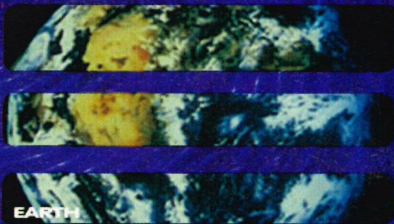
RUM

mind has been the psychological discussion. The human mind has subject of psychological discussion for years.

the reason has logical



the third in the Sun.
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keep crashing. Once your in, you never know quite what it will do next, just to keep the user on his toes.

The ESP team is also working with The Shamen on a CDi title which will use existing video footage from the last two albums, with various remixes and other elements added. "We've come up with a product which is as much about Shamenism as the band," explains Brown-Martin. "It will allow you to explore different facets of their lifestyle, such as diet and drugs. The disc uses the music and videos as the synthesis for the information underneath."

The disc will be published by ESP in conjunction with The Shamen on CDi, and a PC version may follow later.

Another band that has teamed up with ESP with a view to producing a CDi disc is The Grid. Band member Richard Norris explains: "As we are creating electronic music, we are interested in using computers to enhance our shows. Just watching a couple of guys playing on keyboards can be very boring. Ideally, we would like to have CDi players in the audience for people to play with. The images they create could then be fed through a video mixer and transmitted on screen."

ESP has also been given access to material from the Stereo MCs by Island



Records to produce a video mixer which is currently in development on the Macintosh. The company has worked with The Orb since going on tour with the band and creating interactive material for their live shows. This may be used for an interactive product in the future.

Whether or not these titles ever see the light of day remains to be seen. The record companies are still cautious. But Brown-Martin is convinced that interactivity is the key to the music industry's future success.

"By the end of the century, you won't be able to buy a CD without an interactive album sleeve," he predicts.

He could well be right.

"Obviously it will not appeal to everybody. It's too in 'yer face for the older generation."

Marc Marot, MD of
Island Records,
discusses CDi with
Andy Clough

RECORD



AC: Are you currently developing any CDi titles with your artists?

MM: Yes, we are developing CDi projects with U2, Nine Inch Nails, the Stereo MCs and The Bob Marley Foundation. And The Orb is very interested in doing something, but they are busy right now.

AC: Will these projects ever be commercially released?

MM: We certainly hope so. We are spending money on them at the moment and they will be released on CDi, provided they are creatively of a high enough standard. We have not yet been blown away by any of the existing music titles on CDi and we want to push the technology to its limits.

AC: What is the relationship between Island, PolyGram and Philips?

MM: Island is a subsidiary of PolyGram, which is part-owned by Philips. It's a sort of informal alliance. There is a group of us that is very interested in the technology. PolyGram is a supporter of CDi and we are really pleased it is succeeding.

AC: Ever since the Zoo TV tour there has been much talk of a

BREAKER



U2 CDi disc, but nothing has yet appeared. Is it going to happen?

MM: The band has always been very careful about every aspect of the group's career. They want to be sure that every aspect of the concept is right. We now have the mutual will to do it.

AC: The Nine Inch Nails CDi is a very controversial disc. Are you actually going to sell it?

MM: Nine Inch Nails is very much an underground band. Obviously it won't appeal to everyone. But we are testing the technology to the limits. We will release it provided it conforms to the law.

AC: But do you really want to make it difficult for people to get into the disc in the first place?

MM: This is something Graham Brown-Martin [director of the software house on the project, ESP] and I will have to fight over. I want consumers to be able to enter the program directly after they have battled their way

through it the first time. If you make it too difficult, you are in danger of alienating the user.

AC: Don't you think we are in danger of overestimating the extent to which the public actually wants to interact with music?

MM: Yes, I agree. I think we need to simplify things for the public, which is faced with so much confusing technology. We need to give people the option of interactivity, but not force them into it. On something like the Bob Marley disc [see issue 4 of CDi Magazine] it should run as a linear program of, say, 70 minutes so you can watch it straight through. But at the same time you have the choice to interact with it if you want to.

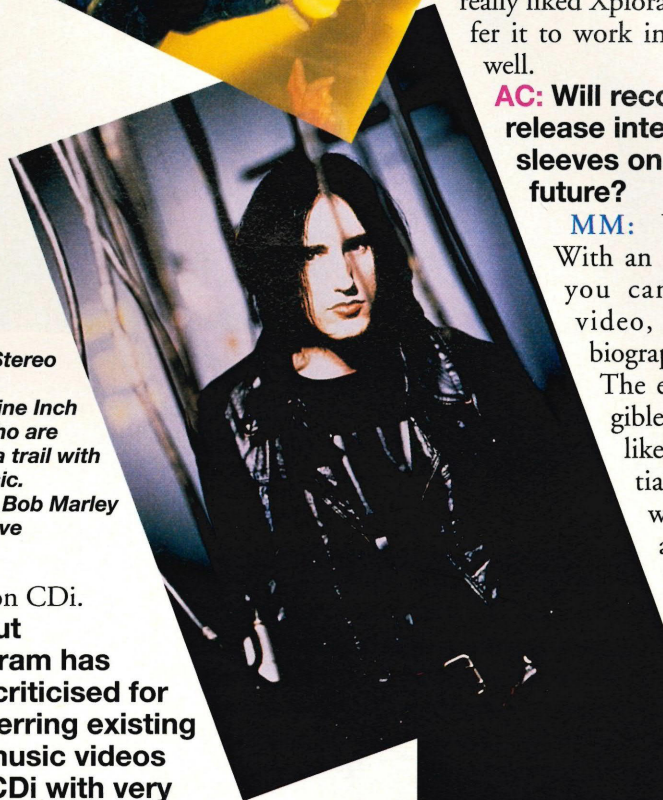
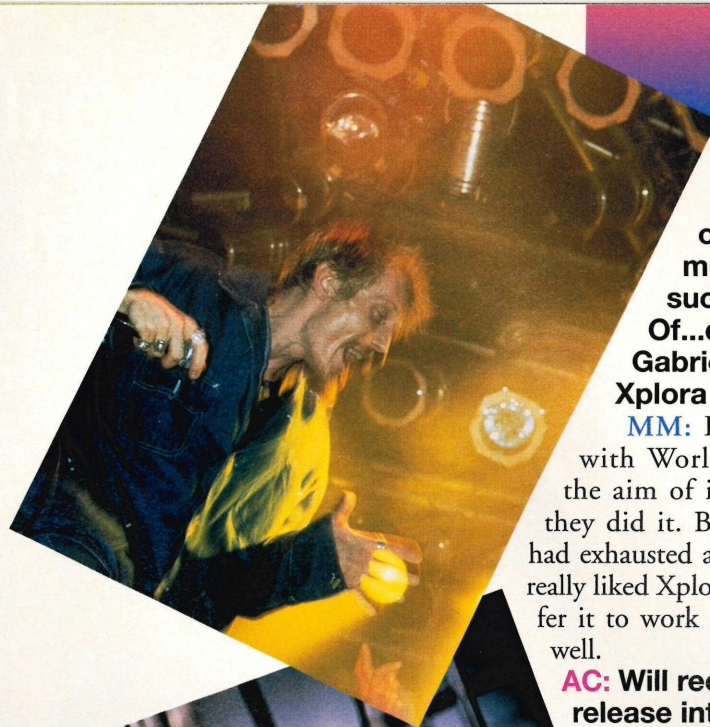
AC: I've heard that Island isn't particularly happy with the Bob Marley disc in its current form. Is this true?

MM: We feel it doesn't push CDi technology to its limits. The original approach was too purist in intent. It assumed the purchaser already knew a lot about Marley. We wanted it to appeal to the casual purchaser who

We are pushing CDi technology to its limits to produce a yardstick title



Left: U2.
Above: Stereo
MCs.
Right: Nine Inch
Nails, who are
blazing a trail with
CDi music.
Bottom: Bob Marley
interactive



AC: What did you think of other interactive music products such as the Worlds Of...disc and Peter Gabriel's Xplora 1?

MM: I was disappointed with Worlds Of... I admired the aim of it and the fact that they did it. But after one play, I had exhausted all the possibilities. I really liked Xplora 1, but would prefer it to work in a linear mode as well.

AC: Will record companies release interactive album sleeves on CDs in the future?

MM: Yes, definitely. With an interactive sleeve, you can add graphics, video, interviews and biographies.

The extra cost is negligible. This is the most likely use for CDi initially. The next step will be full DV, and after that true interactivity.

might not know a lot about him, as well as the dedicated fan.

AC: When will you release the Bob Marley disc?

MM: When it is right. We are very careful about how we market Marley. There is no rush.

AC: Are you developing titles on other platforms?

MM: At the moment we are developing on CDi, but we are interested in cross-platform use. We are very keen on CD-ROM and have been asked by a couple of bands to develop work for the CD-ROM market

AC: Does existing CDi technology meet all your technical requirements for interactive music products?

MM: We in PolyGram now understand the potential of CDi technology. We want to nail down all the talk about CDi and make it reality. Our aim is to develop one title which should become a yardstick for

music on CDi.

AC: But PolyGram has been criticised for transferring existing VHS music videos onto CDi with very limited interactivity.

MM: Existing videos are things we have already paid for, so it is an easy thing to do. But I will be very disappointed if record companies just pump out "Best Of" compilations on Digital Video. The problem is that the cost of developing an interactive CDi disc is between £100,000 to £200,000. We have a roster of 30 acts, but probably only four or five of those could afford to develop a CDi product.

CDi will not be one of the primary formats we release records on initially. We will do it for the second or third album in a band's life.

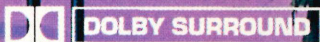
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simplify
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is so much
technology*


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the 7th Guest

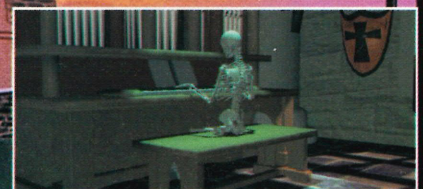
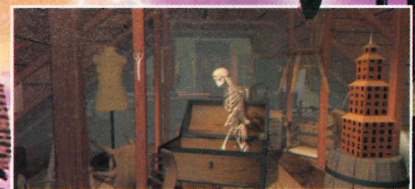
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PHILIPS



Enter a paradise of sensual pleasure with the first CDi massage disc

PLAYBOY'S COMPLETE

MASSAGE

Make no mistake, this is an adult title, and Philips has given it an 18 rating as a result. It is suitable viewing only for those aged over 18.

Playboy's Complete Massage is a straight import of the American NTSC version, so it will play back through a British PAL TV with the so-called "letterbox" effect where you get a small black band at the top and bottom of the screen. Otherwise, the picture quality is just as good as on any other Digital Video title.

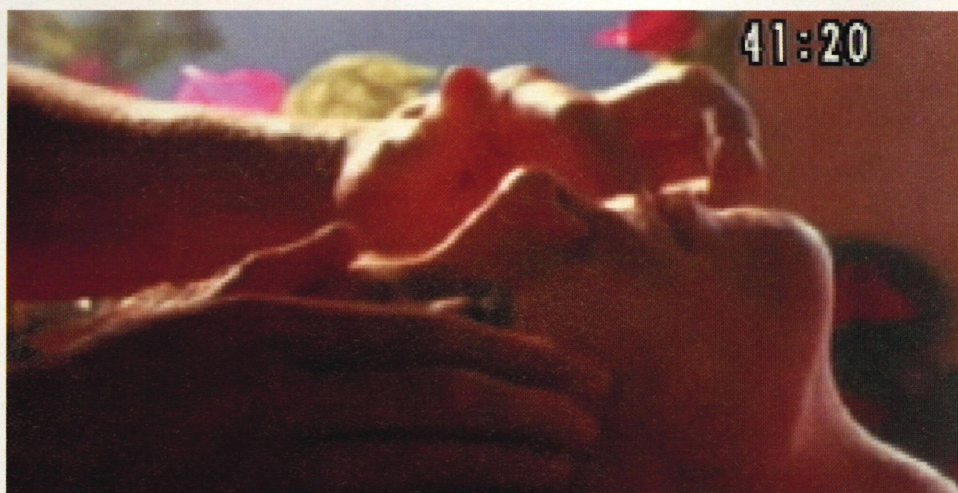
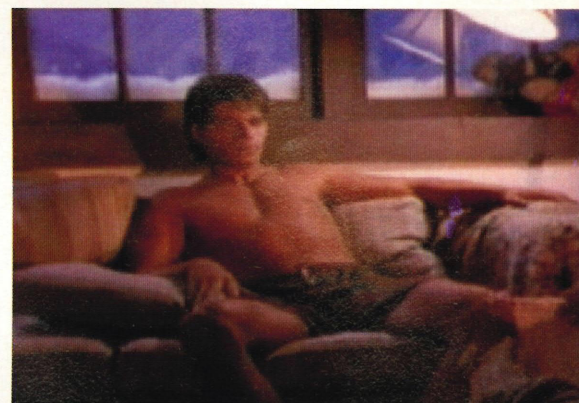
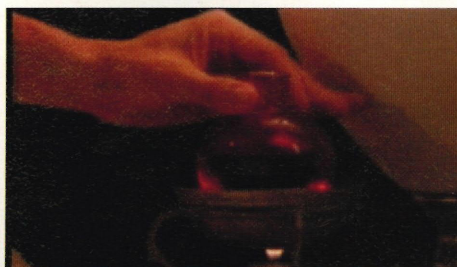
The disc offers what Playboy describes as "a provocative, hands-on approach to intimacy and ecstasy". There are six erotic massage techniques, including Romantic Touch, Soothing Waters, Shiatsu for Lovers and Intimate Overture. The intro screen allows you to play all six sequences, or pick any particular one.

The narration, as you would expect, is typically American, but none the worse for that. You are urged to get into the right mood by turning down the lights, taking the phone off the hook and putting on some soft music. You will then be taken to "a paradise of sensual pleasure, a gateway to relaxation". If that doesn't get you going, the disc certainly will!

One of the advantages of this being an NTSC title is that you have all the clever controls available which, sadly,



Left: choose from one of six massage techniques.
Below: how about some soothing foot or face massage?



have yet to appear on PAL CDi discs. In addition to the usual fast forward and reverse, there is variable slow-motion and a volume control on screen. The slow motion is particularly clever, because you can vary the speed of playback, watch the scene frame by frame or freeze frame the picture while the narration continues. If you then click an action button, the picture will jump back in sequence with the voiceover. Neat. Please, please can Philips start introducing this feature on PAL discs - we really are being short-changed here.

For those readers who have seen The Joy of Sex, Playboy Massage has a simi-

lar feel to it. Everything is filmed very tastefully, the room sets are fantastic (not your typical semi in Basildon, it has to be said!) and the narration is very soothing. The language may prove a little over the top for some British tastes, but this disc is, after all, meant to be fun. Enjoy.

RATINGS

Graphics: 91%

Sound: 89%

Interactivity: 80%

Overall: 90%

Cost: £24.99

Out: Now

LASER

LORDS

The Player's Guide part 2

Darren Hedges takes you through part 2 of our guide to Laser Lords



Top, left: when you land on a planet, an alien will greet you

TEKTON: VISIT 2

Say "Silicasistorator" to Prime Assembler. Receive Silicasistorator. Prime Assembler disappears after giving Silicasistorator. Beam up and save.

TEKTON: VISIT 3

Give secret specs and Fleeton Nugget to Prime Assembler. Receive access to Woo. Beam up and save.

ARGOS: VISIT 2

NOTE: Get some Restora on this trip if you currently don't have any in your inventory. Say "Harpies Swoop" to Andron. Gate opens. Use injector sword to kill Sodipud. NOTE: You must be loaded with poison from Barbus/Fornax; must hit him in ankle on first strike. Receive dog tags. Give ticket to Kuru to Ligah. Receive Fogger. Pay Odonato for Oxidator. Receive Oxidator. Beam up and save.

LUXOR: VISIT 2

If you are low on hit points while on Luxor, go to Sahti and get healed. You'll need to say "Baakha sent me" before she'll talk to you. Use iron sword to defeat Rerek for access to sewers. NOTE: You will have to fight

Remren in the sewars. Use the iron sword. Use Jiva or Restora as needed to heal life force.

Pick up bronze star (under water against far right wall). Life force recharged; new hit points added.

NOTE: Vine seed will need to be dropped in water at far end while standing in water to climb up to the window sill.

Use sword of Seb to kill Hakar (use Jiva or Restora as necessary). Pick up Sebina Seal.

NOTE: Say "heal me" to Sahti on your way to Seb's crypt to restore your life force. You will need to say "Baakha sent me" before she'll talk to you.

Give Paddy Wine to Menkh. Gate opens.

Pick up two Koptoins on floor. Use iron sword or sword of Seb to kill Hotep (use Jiva or Restora if you get close to dying). Pick up mask of Koptos.

After killing Hotep, use Sebina seal while standing in the middle of the alter-type thing. Gate to tomb opens.

Use rope to crawl over on ledge directly across from Laser Righter.

You must stand exactly on the edge of the step. Pick up Laser Righter and Koptoin. Pick up three ammo clips. Say "Seb set us free" to Seb. Seb wakes up; you may now talk to him.



NOTE: You may now forget "Seb set us free" - just don't accidentally go back to the room before you have finished talking to Seb, or you'll have to say it again.

Say "Sooth stone Seb" to Seb. Receive Sooth stone. You may now forget "Sooth stone Seb".

Give sword of Seb to Seb. Receive fourth verse of Sooth song.

NOTE: Before you leave Luxor, restore any lost hit points by asking Sahti to heal you.

Beam up and save.

FORNAX: VISIT 2

NOTE: There is no need to say "Pan Surrealism" to Erectum or to give the Creeg pass to Lictus.

Give Silicasistorator to Axis. Receive ball of string.

Give dog tags to Jaxus. Receive access to Woo (hyperspace kit).

Give Polysensory unit to Lysistrat. Receive face. Beam up and save.

TEKTON: VISIT 4

Say "Silicasistorator" or "Polysensory unit" to Ree-Sept. Gate opens.

NOTE: After the gate opens, you can forget both of these terms.

Give ball of string to Dee-Fusion. Receive Auroran shield.

You will have to jump across the moving platform and fight a bunch of nasty droids in the variable. Use the flip movement and run/jump as fast as you can. You cannot kill them! Beam up and save.

WOO: VISIT 1

Remember "Sweet grass feed" and "Sing Jen heat" from Ah-Gazel.

Say "Sing Jen heat" to Sing Jen.

Pick up Sing Jen. You may now forget "Sing Jen heat".

Say "Sweet Grass feed" to Sweet Grass. Pick up Sweet Grass. You may now forget "Sweet Grass feed".

NOTE: There are a couple of characters you need to be aware of. There is a wolf who you must obtain two bones from. Just ask and he will give them to you. On approach of the bear, give him a bone and he will leave to bury it. This will clear your path.



Give Sweet Grass to Rom Bok. Rom Bok goes away; barrier cleared. Remember "Wong Mah song" from Ow-Li. Remember "Pau Chi Pau" from Chim Pan. NOTE: You will have to jump over the green part of the tree branch on the right. Say "Pau Chi Pau". Pick up Pau Chi. You may now forget "Pau Chi Pau".

Remember "Mu Shru Chew" from Sap Ah Jo. Say "Mu Shru Chu". Pick up Mu Shru. You may now forget it. Say "Golden Fleece" to Tran-Tu-La. Receive Golden Fleece. You may now forget "Golden Fleece".

Give poem to To-Fu. Receive Lo-Tus.

NOTE: You may also recite the analects of Co-Fusion to receive Lo-Tus.

Say "Wong Ma Singh". Pick up Wong Ma.

Give Wong Mah to Wao 1. NOTE: Wao disappears and reappears later. Use vine seed in water near the left edge of the screen to make vine which enables you to crawl onto the ledge, giving access to the next room.

Ask for verses one, two three and four of song of Flux from Wao 2.

Receive verses one, two, three and four of song of Flux.

Say "Lixir" to Lao. Give Pau-Chi, Mu-Shru, Sing Jen, Lo-Tus and Gold Flower to Lao. Receive Lixir.

NOTE: Use flip movement to cross the gap. Give robe of vision to Tao. Receive harp.

To access the last room, you must either do a big flip over the gap in the preceding room that leads to it, or you must run a rope across the gap and crawl over it.

Beam up and save.

HIVE: VISIT 1

NOTE: Arm yourself with the fogger when you beam down, and make sure you have the

jet belt and oxidator with you. Say "Odonato" to Odonato. Receive wing lacquer. Ask for two servings of honey from Odonati. (Honey restores hit points. Use it if you get low.)

Use harp near Larva. Receive verse of Hum of Hive.

Repeat above action three more times.

Give sooth stone to Hive Queen. Receive Royal Jelly.

NOTE: You must still have a silver spoon in your inventory to receive Royal Jelly. If you need more Royal Jelly, buy another silver spoon from Odonato/Argos BEFORE you give him the wing lacquer, then come back to the Hive Queen and recite the Omegan Odes.

Beam up and save.

LUXOR: VISIT 3

NOTE: If you are low on hit points, see Sahti before you leave Luxor. Also, if you don't have Jiva in your inventory, get some from Rahman before you leave.

Give Lixir to Nebka Silver Star (select keyword "Pendant"). Receive silver star. Beam up and save.

ARGOS: VISIT 3

Give wing lacquer to Odonato. Receive hyper laser.

NOTE: If you need more Royal Jelly, buy another silver spoon from Odonato/Argos BEFORE you give him the wing lacquer, then go back to the Hive Queen and recite the Omegan Odes.

(Make sure you have the

Auroran shield before you enter the next room). Ask for Gongor's mirror from Gongor/Leneh.

NOTE: Do not look at or use this item or you will die.

Give Gongor's mirror to Lexandaller. Receive antidote. Give Golden Fleece to Hemeprotus.

Receive condensation crystal.

Give antidote to Gongor.

Receive Gongor's crown.

NOTE: If you are low on Taras, you can sell the crown to Coprose/Fornax. You may also want to buy some ammo clips.

If you do not have Restora in your inventory, buy some from Thesia before you leave.

Beam up and save.

RAVANNA: VISIT 1

NOTE: Try to have as many of the following items as possible in your inventory before you beam down on Ravanna; honey (two servings preferably), Restora, Royal Jelly, Jiva.

You're going to have to take some damage here, so be prepared! Minions/guards (characters who cannot talk, but sure love to beat you up) regenerate from beamdown to beamdown. Kill them the first time, and they will stay dead as long as you don't beam up again.

Joe must jump across some of the banks of silver fans. He cannot get over some of them by walking. It is also not a good idea to fight on these things.

Defeat sword-wielding guard

(best to use a sword). Clear barrier.

Defeat short punk guard with laser (again, best to use a sword). Clear barrier.

Ask for first code of Sarpedon. Defeat Belial (use hyper laser).

Defeat squishy green guard with eye stalk. (Use sword or combination of hyper laser and sword).

Ask for second code of Sarpedon. Defeat Salmundo (use sword or combination of sword and hyper laser).

Defeat eyeball guard (use sword or combination of hyper laser and sword).

Defeat skullface guard (use sword).

NOTE: use the third elevator from the right to get to the next room.

Ask for third code of Sarpedon. Defeat Demonda (use sword or combination as before).

Recite commercial code of Argos to Thorax.

Receive fourth code of Sarpedon.

Give face to Thorax. Gate opens.

Use hail or name command on Sarpedon 1 to initiate fight. Let Sarpedon 1 hit you once; he will then disappear. (There is nothing you can do about this. Be prepared to lose about 250 hit points).

Defeat pavement pizza guard (use sweep kick; any other attack will cause you a lot of grief!).

Recite voidal murmur to Double. Gate opens.

Talk to Sarpedon 2. Hit keyword "refuse" to initiate fight. Let Sarpedon 2 hit you once; he will then disappear (again, nothing you can do about this - be prepared to lose about 250 hit points).

Use condensation crystal on Sarpedon: triggers winning end-game sequence.

OR give condensation crystal to Sarpedon. Triggers losing end-game sequence.

Top, left: don't forget the password.
Left: access the computer or go into hyperspace.
Above: if you start seeing double, stop!

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Darren Hedges begins a three part guide to Space Ace. Part 2 will be published in August, part 3 in October

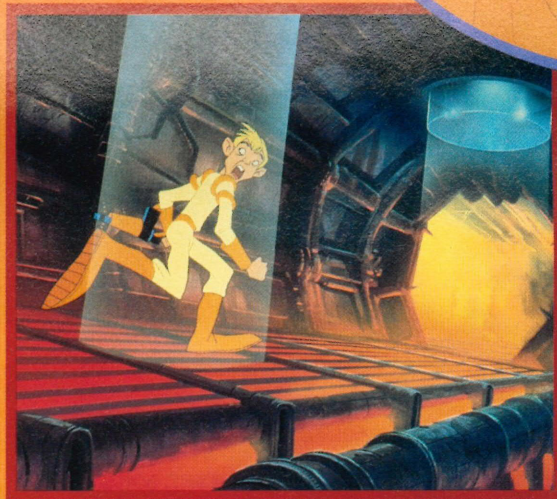
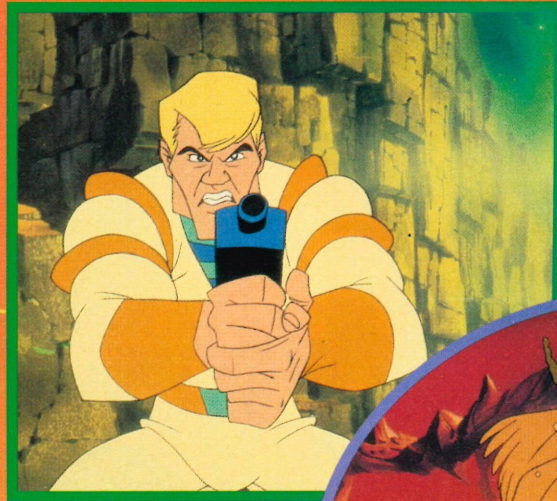
space ace

PLAYER'S GUIDE



LEVEL 1:

After Kimberley is taken aboard Borf's ship, Borf will shoot at you - you should jump to the right. Dexter will automatically jump to the left, so when Borf shoots again you must jump to the right again. Three spaceships will come out of Borf's spaceship. You will see a rock to your left



Top: Space Ace prepares for battle. Above: caught in the beast's jaws. Left and below: move quickly or else

flash, jump to the right. Then the rock on the left will flash, so jump to the left. Then the rock on the right will flash, so jump to the right. Your gun will now light up blue, so press you action button to destroy the two ships. Now keep pressing left until you reach your spaceship.

LEVEL 2:

You will now be in your spaceship. You will see a wall in front of you - press the joystick up. The spaceship will make a turn to the right and you will arrive at another wall. Go to the right of this wall. You will then come to an intersection: if you go down you will see another wall. Go right. At the following wall go up

light up. Go left. You will then see Dexter running and the word Energize on the screen. Here you can continue as Dexter or Energize to Ace (see path 2). If you do not push the action button and stay as Dexter, when you see the robots, push right and then keep pressing left until you reach the spaceship.

PATH 2:

After you change into Ace, press your action button again to shoot the robot. The rock on the right will





Left and below: arch enemies Space Ace and Borf. Below left: poor old Kimberley in distress. Bottom: Dexter prepares to jump - which way?



and you will land. If you choose to go up at the intersection, you will see a big green ball. Shoot the ball when it lights up. Now you are going up, go right when you see the wall and shoot the ball that appears. You will see another wall in front of you. Push down on the joystick. Shoot the green ball once more and your spaceship will land successfully.

LEVEL 3:

Push your joystick left and you will arrive at a corner. Turn right. You will see a yellow light in front, push up. Energize appears on screen. If you stay as Dexter read on, if not go to path 2. If you push left and stay as Dexter, go right at the next corner. Then go forward at the next flashing light. You will arrive at a corner, turn left here and right at the next corner. You will arrive in a big room with a screen where you see and hear Kimberley. Here you have to choose between right and left gates in order to get to the game's next level.

PATH 2:

If you Energized and turned to Ace, go left and shoot the fat guy. Then go right. Ace stops and looks up. You must press up. You will then see another fat ugly guy, so shoot him as well. You then turn back into Dexter. Keep pressing left until you arrive in the room with a video screen.

NOTE:

There are mirror levels to each of the above solutions. This means that left is right and right is left.

LEVEL 2:

If the camera is on the left of the spaceship at the beginning, you are in L2 mirror.

LEVEL 3:

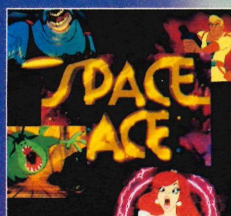
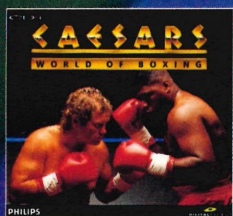
If Dexter's spaceship lands on the left and turns to the right this is L3 mirror.

The next part of this guide will be published in August.



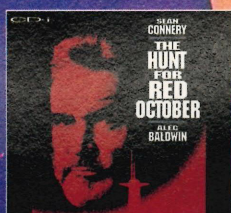
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Only on CDI with digital video



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Space Ace



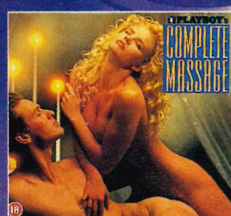
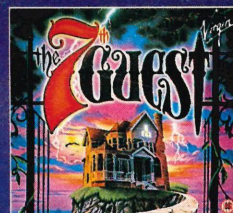
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The Hunt For Red October
Ghost, Top Gun, Black Rain
Star Trek VI, Wayne's World



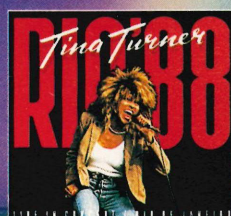
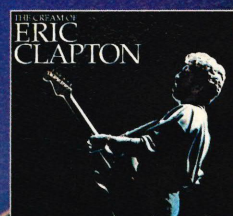
Coming soon

Indecent Proposal
The Crying Game
The Krays, L'il Devil
Dragons Lair I
Naked Gun I
Mad Dog Mcrea
Sting - Ten Summoners Tales
The Three Tenors



Information

Playboy Massage
Joy of Sex



Music

Tina Turner - Rio '88
Bon Jovi - Keep the Faith
Andrew Lloyd-Webber - The Premiere Collection Encore
The Worlds of ...
Bryan Adams - Waking Up the Neighbours
The Cure - Cure Show



PHILIPS INVENTS FOR YOU

PHILIPS DIGITAL VIDEO ON CDI *All titles require a digital video cartridge

Here is our newly-designed kids' page. Take your pick from the latest releases on CDi - Flintstones and Jetsons, Surf City, Sound Trap and Little Monster



Above: the new Flintstones CDi is ideal for kids

Flintstone fever is about to descend on us with the release of the film of the popular cartoon series starring John Goodman. Now just in case you poor old CDi owners were feeling left out, Philips is jumping on the bandwagon with the release of its very own Flintstones CDi title for kids. Flintstones/Jetsons Timewarp features Fred Flintstone, his mate Barney and George Jetson. You start by choosing whether you want to be George or Fred. Once you have

chosen your character, you will then see a map which will show you all the places you can go. Visit the house, the garden or the garage and investigate the objects you find there. The disc works in a similar way to the Sesame Street series. If you place the star over an object and the star starts flashing, it indicates a hot spot. Press the action button and something will happen. To get around the garden, you can jump in the car, press the button and off it roars. Inside the house, you can open a cupboard door,

wander into the next room or play with different objects. This is a very simple disc, so is ideal for young children. They will find the CDi "point and click" system very easy to operate: no complicated instructions are required.

RATINGS

Graphics: 80%

Sound: 82%

Interactivity: 75%

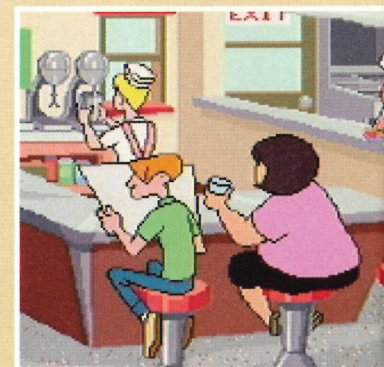
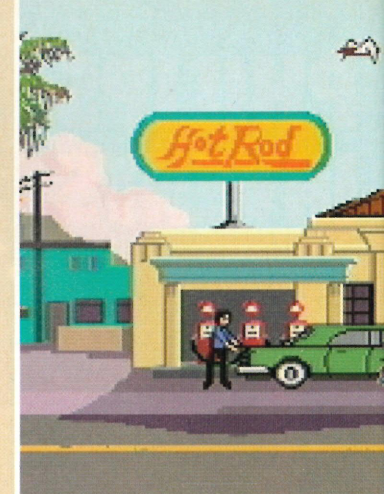
Overall: 80%

Cost: £15.99

Out: August

This long-awaited title from Sidewalk Studio in California will finally make its UK debut in July. Set in a typical Californian beach town in the 1960s, Surf City features 20 original songs by the Beach Boys including God Only Knows, California Girls and Good Vibrations. Additional tracks from Jan & Dean, The Ventures and Jerry Cole and His Spacemen also feature on the disc. You can explore different parts of the surfing town, play pinball, volleyball or ride the surf and visit the local diner. The main screen menu depicts a typical American beach town. By clicking on a

particular building or street, you will be taken to it. In some places there is an activity to take part in: play the juke-box in the malt shop,



Another old chestnut this one, which we first saw in prototype form last year (see issue 2). Sound Trap is the second of the discs in the series from Epic Interactive Media in Brighton and publisher Two-Can. The format is identical to that of its twin, Shipwreck, but this time the disc teaches you all about sound and how it works. You have the option of using the straight learning part of the disc, or playing an adventure game. For example, you can learn how to make your



Left: you can make a burger to the Beach Boys' music in Surf City

RATINGS

Graphics: 85%

Sound: 95%

Interactivity: 90%

Overall: 90%

Cost: £15.99

Out: July

examine Rhonda's diary or explore Ryan's house. The gaming element includes 12 simple tasks such as Spin the Bottle, Make a

Burger or Build a Hot-Rod. This is a great title for kids to play with, and parents will enjoy just sitting back and listening to the great music.

RATINGS

Graphics: 70%

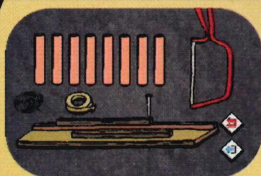
Sound: 65%

Interactivity: 80%

Overall: 75%

Cost: £24.99

Out: July



Soundtrack: learning all about sound

own recorder using a cardboard or metal tube. There are study sections where you can gem up on all the principles of sound. The adventure part takes you in a whirlpool down into the underworld. Your task is to find the "vibes" of three types of music which are associated with a particular soundwave type. To complete the game, you must build the three instruments that make the sound waves you have been given. This will set free the three vibe tribes trapped in the spider's web.

LITTLE MONSTER AT SCHOOL

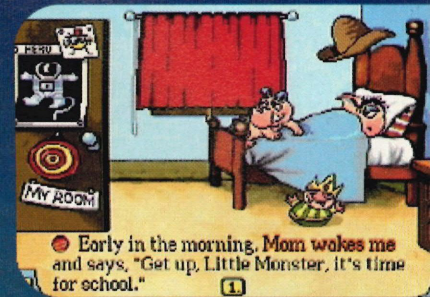
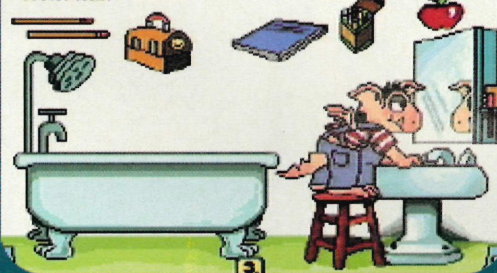
READ TO ME



LET ME PLAY

Options

After breakfast, I brush my teeth and get ready to go. I have lots of school stuff to carry with me.



Early in the morning, Mom wakes me and says, "Get up, Little Monster, it's time for school."

Little Monster: school can be fun

Regular readers will remember we first looked at this title back in October last year. It's taken a while to reach these shores, but was finally released at the end of April. Broderbund Software is behind this CDi version of the Little Monster at School book written by best-selling children's author Mercer Mayer. As this is an American disc, the language used is obviously based on American spelling and pronunciation. The level of interaction isn't great, but as with Flintstones, this is a title for children and has been designed to be easy to use. Kids can learn about counting skills, proper nutrition and table manners, brushing their teeth and how to cross the street.

The scenario is very simple. The character of Little Monster narrates a typical day in his life - getting up in the morning, having breakfast, going to school and so on.

There are two options. If you select the "let me play" mode, you can choose which page of the story you want to jump to and that takes you instantly to that page. Click on the different characters

on the screen, and they will do different things. If you would prefer to hear the story read aloud, select the "read to me" option. When anyone speaks, the words appear at the bottom of the screen and are highlighted as they are spoken. The user can speak along with the disc. Little Monster on CDi is basically the same as the CD-ROM version, but none the worse for that. Children will enjoy the ability to make the TV set respond to their commands and can learn the words as they read along to the soundtrack. Ideal for 3-6 year olds.

RATINGS

Graphics: 75%

Sound: 80%

Interactivity: 70%

Overall: 75%

Cost: £24.99

Out: Now

Write to CDi Magazine, Haymarket Publishing, 60 Waldegrave Road, Teddington, Middlesex TW11 8LG.

more freebies!

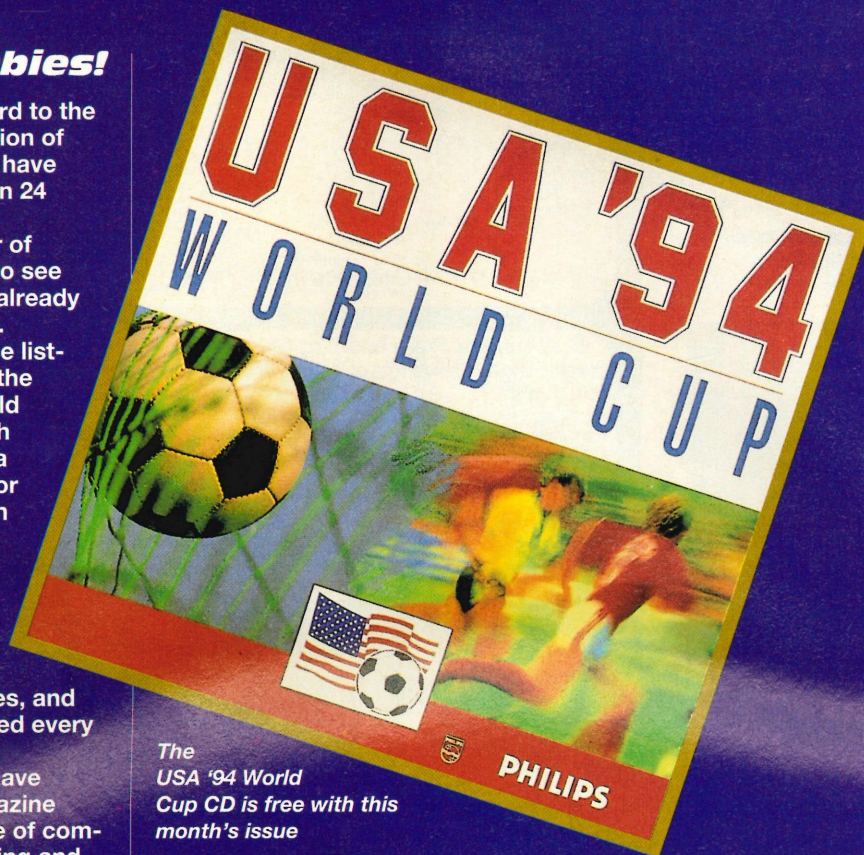
I always look forward to the bi-monthly publication of your magazine and have usually read it within 24 hours.

There are a number of things I would like to see introduced to your already excellent magazine.

Firstly, I feel with the listings at the back of the magazine you should give a rating to each title. This could be a "marks out of ten" or a star rating. I live in a town with no CDi stockist and I buy some discs by mail order. Apart from your reviews, I have no indication of how the disc rates, and you have not covered every disc so far.

Secondly, I would have thought that a magazine promoting the value of communication/publishing and information on the CD format would have more sample discs to accompany the magazine.

Many other publications give away CDs so let's have more like that with issue 2 - even if it costs more to buy the magazine.



The USA '94 World Cup CD is free with this month's issue

One more point. If anyone still has any doubts about buying a CDi player, don't. It's a brilliant system.

James Thompson
Cookstown

We have noted your comment about free CDs and are giving one away with this issue. As for rating titles in the catalogue, that is something we hope to introduce eventually.

ED

solving the DV problem

On reading issue 4 of your magazine, I was relieved to find that the problems being experienced with DV movies were due to a fault with the discs.

But reading elsewhere the problem is said to stem from the DV cartridge itself. Philips claims to have remedied it by inserting new software onto the re-encoded discs. My concern is that as Philips is not recalling the faulty cartridges, further problems may occur.

Can you answer the following questions: How do I replace my existing films which keep crashing?

Will DV games be affected by the fault in the cartridge?

Will all Video CD discs, including those promised from 3DO, play on a CDi player which has a corrupt cartridge?

M James
Newcastle-upon-Tyne

The original fault with DV films was a combination of software and hardware problems.

The discs were encoded in ten minute "chunks" and sometimes the clock in the chip used in the DV cartridge would cause the film to cut out at random.

This problem has been overcome by re-encoding the discs with new software which smooths over the jump from one ten minute segment to the next. To replace your faulty discs, simply contact your nearest Philips dealer and ask for the re-encoded versions.

These have a pink 2 sticker on the case.

DV games titles are not affected by the above problem, and equally Video CD discs - from any manufacturer - should work perfectly well on a CDi player with DV cartridge.

ED

women and children first!

What a male orientated survey in April's magazine! There are women out here who use CDi too, buy discs and read your magazine.

My five-year-old daughter has more discs than we do and avidly awaits the arrival of each issue. Perhaps you could introduce a children's page, with a Top 10 for kids' titles, reviews and details of price reductions. I see quite a few titles have been reduced in price, but they are not highlighted and are easy to miss.

Otherwise, your magazine is great and much more informative on disc releas-

es than any suppliers of CDi software in our area.

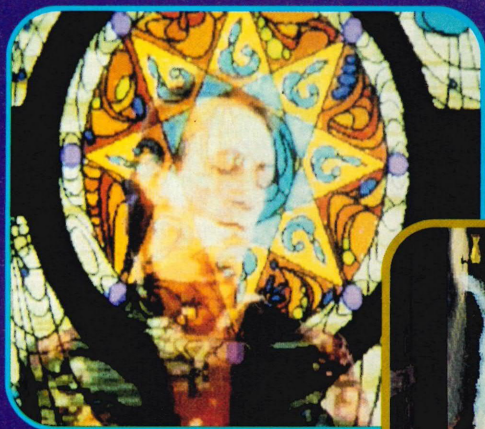
Mrs A Hayes
Exeter

It was certainly not our intention to make our reader survey exclusively male orientated. Most of the questions were of a very general nature and we have had a substantial response from men and women. We have introduced a children's section in this issue as part of our redesign. We hope you like it.

ED



For kids: the new Flintstones/Jetsons Timewarp CDi



Out at last: *The 7th Guest*

question time

I would be very grateful if you could answer the following questions.

- 1) When exactly is *The 7th Guest* coming out? Philips has been promising it for ages with no results!
- 2) Is *Microcosm* coming out? I have heard nothing of it for months.
- 3) Will you be giving away any more discs like the one on the front cover of issue 2?
- 4) Could you ask Infogrames if there is any chance of *Alone in the Dark 2* being converted to CDi?

Gary Preston
Newport

To answer your questions in order.
7th Guest is out (at last). See our review on pages 16-17. The latest release date we have for *Microcosm* from Philips is October. Yes, we are giving away another cover disc - free with this issue! We hope to do so again on future issues. As far as we know, there are no plans at the moment to release *Alone in the Dark 2* on CDi.

ED

slow slow quick quick slow

I am considering buying a CDi player as a new AV source, and possibly to enter the world of computer games. After patiently waiting six months, I finally located a store which could demo the format with a Surround Sound set-up linked to the CDi 210 to play *Top Gun*. The sound was great, the picture quite good, but when I asked to see the slow motion capabilities I was told that the film did not have this. Confused, I went away and read various test reports which clearly said that slow motion is available at a variety of speeds. I later phoned Philips who told me: "Paramount has decreed that UK PAL discs will not have slow motion. American NTSC discs do have slow motion capabilities. All you can get on the UK film discs is a still frame or a series of still frames five

seconds apart." From the phone call I gather that Paramount is not putting this feature on its UK releases when it could easily do so. Does this contravene the Digital Video or CDi standards? I am very disappointed at this news. Are there any explanations?

Jeremy Lister
Leeds

Your frustration over the lack of slow motion is shared by a number of readers. The simple reason for this is that UK PAL films on CDi use a different engine from American films (which use the Edison engine). We understand that the new Video CD standard will use an amalgamation of the Karaoke and Edison engines, so in future Video CD titles may have a slow motion facility.

ED

double vision

When Philips invented CDi they must have known that films would need two discs, so why didn't they design a twin-deck CD tray? Don't think I'm being lazy but when I get engrossed in a film the last thing I want to do is have to change discs. Having a twin-deck CD tray would enable the viewer to continue watching the film without

any interruption. What do you think? Is there any chance Philips will do this?

Russ Wapples
Leicester

Philips is planning to introduce a carousel player later this year which will allow two discs to be played continuously without having to swap them.

ED



Space Ace:
fabulous graphics



the games people play

CDi has got much better this year. I own a Philips CDi with DV cartridge. I have bought *Patriot Games* which is a brilliant film and it looks and sounds identical to a VHS video.

I have just purchased *Space Ace* which has fabulous graphics. Could you please ask Philips if it is possible to develop a graphic point-and-click adventure game for the CDi, because I am a great fan of these and I am sure thousands of CDi owners would like them too.

Games such as *Gabriel Knight*, *Monkey Island* and *Sam and Max* on the PC are excellent, so with the added advantage of CDi Philips could make some brilliant games. I have *Monkey Island* for my Amiga and get very fed up having to change

disks every time I progress further. Philips could put the whole game on one CD.

Barry Pile
Dover

We understand Philips is planning to develop some more adventure games for CDi in the near future, but details remain under wraps.

As soon as we can tell you more, we will bring you further information in our News section of the magazine.

Watch this space!

ED

CDi TITLES CATALOGUE AND PRICE LIST **SUMMER 1994**

CHILDREN'S TITLES

A VISIT TO SESAME STREET - LETTERS

Meet the characters from the TV series and explore the world of Sesame Street. Includes some letter-based games.

Price £29.99 Catalogue No 690 018 2

A VISIT TO SESAME STREET - NUMBERS

Visit Bert and Ernie's place, Big Bird's House and the Count's Castle. There's plenty of skulduggery going on. And learn to count with the numbers games.

Price £29.99 Catalogue No 690 019 2

BEAUTY AND THE BEAST

The story of Beauty and the Beast told by Mia Farrow.

Price £9.99 Catalogue No 690 114 2



BERENSTAIN BEARS

Meet the popular and friendly Berenstain Bears and follow the young bears' antics as they try and persuade their parents to let them go to the fair, or travel around and explore Bear Country on your own.

Price £24.99 Catalogue No 810 007 6

BRER RABBIT AND THE WONDERFUL TAR BABY

The story of Brer Rabbit and Brer Fox told by Danny Glover. Music by Taj Mahal. Includes

games and activities related to the story.

Price £9.99 Catalogue No 690 045 2

CARTOON CARNIVAL (DV)

Classic cartoons from Hanna Barbera. Each time you win a game, collect a letter. When you can spell Cartoon Carnival, you are rewarded with a cartoon in Digital Video.

Price £19.99 Catalogue No 810 016 5

CARTOON JUKEBOX

Favourite tunes such as Pop Goes the Weasel and Row, Row, Row Your Boat illustrated with original animation.

Price £24.99 Catalogue No 690 001 2

CHILDREN'S MUSICAL THEATRE

Customize your own songs and watch as they are performed by a band of musical animals.

Price £24.99 Catalogue No 690 008 2

very funny faces. Your job is to choose a combination of lips, eyes and hair and bring the results to life.

Price £29.99 Catalogue No 811 000 2

FLINTSTONES+JETSONS TIMEWARP

Join Fred Flintstone, his mate Barney and George Jetson as you explore the house and garden of the ever-popular cartoon characters. (August)

£15.99 Catalogue No 8100121

HOW THE CAMEL GOT HIS HUMP

Rudyard Kipling's popular tale of the lazy camel who said "Humph" once too often is recounted by Jack Nicholson, with music by Bobby McFerrin.

Price £9.99 Catalogue No 690 021 2

HOW THE RHINO GOT HIS SKIN

Another Rudyard Kipling tale, that of a gluttonous rhinoceros who gets his comeuppance. Told by Jack Nicholson, with music by Bobby McFerrin.

Price £9.99 Catalogue No 690 023 2

KISS (TEENAGE GIRLS)

Makeup, fashion and beauty tips for girls in this electronic magazine. Includes photo stories and beauty tips from makeup specialist Charlie Green.

Price TBA Catalogue No TBA

LITTLE MONSTER

Spend a day with Little Monster at home and at school in this interactive version of the popular children's book by kids author Mercer Mayer.

Price £24.99 Catalogue No 810 017 1

MORE DARK FABLES FROM AESOP

Twelve more tales narrated by Danny Glover and accompanied by the jazz music of Ron Carter.

Price £24.99 Catalogue No 690 086 2

MOTHER GOOSE HIDDEN PICTURES

An animated activity book combining the pleasures of hearing and seeing nursery rhymes with the added fun of picking objects.

Price £7.99 Catalogue No 690 015 2

MOTHER GOOSE RHYMES TO COLOUR

Mother Goose escorts your children as they wander through

their favourite nursery rhymes.

Price £7.99 Catalogue No 690 016 2

PAINT SCHOOL 1

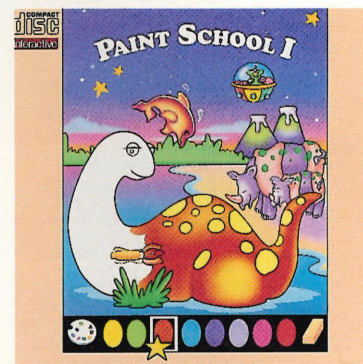
Choose from several hundred scenes to paint or start from scratch and draw your own picture. There is a huge variety of palettes and colours available (over 30,000).

Price £19.99 Catalogue No 690 009 2

PAINT SCHOOL 2

More pictures to paint using the CDi's enormous colour palette. The magnifying glass allows you to zoom in on the fiddly bits.

Price £19.99 Catalogue No 690 002 2



PECOS BILL

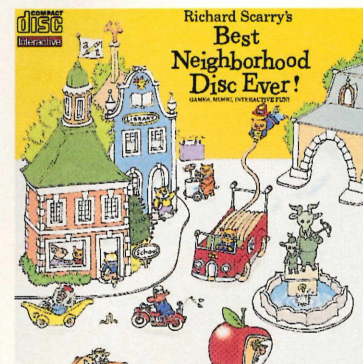
A colourful retelling of the legend of Pecos Bill - the fearless buckaroo. Narration by Robin Williams.

Price £9.99 Catalogue No 690 012 2

RICHARD SCARRY'S BUSIEST NEIGHBOURHOOD DISC EVER

Explore the wonderful world of Busytown, a metropolis populated entirely by furry animals. At the end, you can see all the places you visited on TV.

Price £24.99 Catalogue No 690 038 2



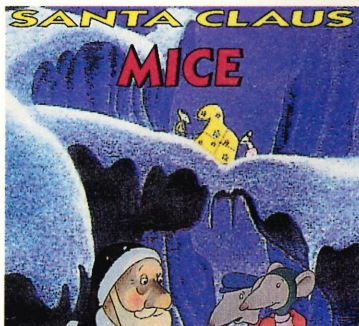
RICHARD SCARRY'S BEST NEIGHBOURHOOD DISC EVER

The second in the popular series of Richard Scarry's children's books translated for your amusement onto CDi. Visit the library, the fire station or your own home.

Price £24.99 Catalogue No 690 037 2

SANDY'S CIRCUS ADVENTURE

Sandy, the cuddly sea lion, is



lost in the circus and your child is invited along. Together they can explore all the fun and excitement of the big top.

Price £24.99 Catalogue No 690 022 2

SANTA CLAUS'S MICE

Mice, a clumsy albatross, hard-working gnomes and a kind Santa Claus feature in this Christmas fairy story aimed at children between three and seven. Includes some games to play too.

Price £15.99 Catalogue No 811 001 2

SHIPWRECK

Learn about electricity and how it works by completing certain tasks or playing an exciting adventure game.

Price £24.99 Catalogue No 811 002 5

SOUNDTRAP

Second in the series of Two-Can/Epic interactive learning discs. This one explores the creation of different sound waves.

Price £24.99 Catalogue No 811 003 2

STORY MACHINE MAGIC TALES

Create your own fairy tales or adventure stories by adding your own scenes, characters, narration and dialogue. Includes three pre-recorded stories on the disc.

Price £24.99 Catalogue No 690 025 2

STORY MACHINE STAR DREAMS

Star Dreams whisks you away on an intergalactic adventure of your own making. Create your own stories as outlandish, fearsome and fun as you want.

Price £24.99 Catalogue No 690 024 2

TELL ME WHY 1

Find out the answers to 175 questions on five topics: Our World, How Things Work, The Zoo, How Things Began and The

Human Body.

Price £7.99 Catalogue No 690 003 2

TELL ME WHY 2

Another 175 questions answered on the same five topics as in Tell Me Why 1.

Price £7.99 Catalogue No 690 004 2

TOM'S MAGIC PICTURE SHOW

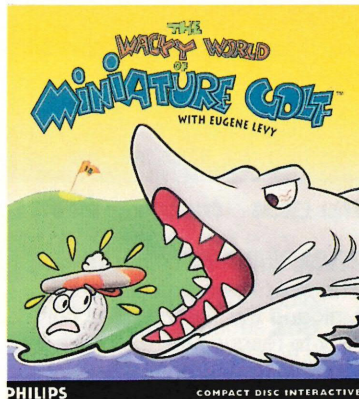
Help to enrich your child's English vocabulary and ensure that they make steps in languages such as French and Spanish. This excellent educational disc holds more than 700 pictures with subtitles, music and sound effects.

Price £24.99 Catalogue No 811 000 9

WACKY WORLD OF MINIATURE GOLF

A simple golf game with 18 holes to play. First you must key in your name and choose one of 12 characters to represent you.

Price £19.99 Catalogue No 810 013 5



ZOMBIE DINOS FROM PLANET ZELTOD

Dexter the Dinodroid takes you back to the days when dinosaurs ruled the earth. Your task is to identify the dinosaurs that Harry the Harrier has kidnapped and set them free.

Price £34.99 Catalogue No 811 001 8

GAMES

ALICE IN WONDERLAND

Roam around Wonderland as you try to solve the rhymes and puzzles that will take you on to the next level of this adventure.

Price £29.99 Catalogue No 690 065 2

ALIEN GATE

Hordes of nasty monsters are advancing through the Alien Gate with one objective - the destruction of your world. You must stop them all or risk death.

Price £19.99 Catalogue No 810 004 2

BACKGAMMON

Everything you need to play backgammon on CDi, including three animated opponents each

with a different skill level, from beginner to expert.

Price £9.99 Catalogue No 690 039 2

BATTLESHIP

You command a fleet of five ships. Your mission is to seek and destroy your enemy's ships before he destroys yours.

Price £29.99 Catalogue No 690 033 2

CAESAR'S WORLD OF BOXING (DV)

Join the boxers, promoters, managers and reporters at Caesar's Palace in Las Vegas. Work your way through the ranks in this two-player game.

Price £49.99 Catalogue No 810 014 3

CAESAR'S WORLD OF GAMBLING

Experience the real sights and sounds of the Caesar's Palace casinos. Learn to play the most popular casino games.

Price £24.99 Catalogue No 690 027 2

CD SHOOT

Practice your shooting skill in Sporting, Ball Trap, Olympic Trap and English Skeet, based on international rules.

Price £29.99 Catalogue No 811 001 4

CONNECT FOUR

The CDi version of the popular vertical chequers game.

Price £19.99 Catalogue No 690 020 2

DARK CASTLE

Black Knight, the evil ruler of Dark Castle, must be defeated. Make your way through chambers of hazards such as the dragon, tortures and rats.

Price £9.99 Catalogue No 690 026 2

DEFENDER OF THE CROWN

The Saxon lords have chosen you to lead them in the fight against the hated Normans. Your skills will be thoroughly tested.

Price £9.99 Catalogue No 690 069 2

DRAGON'S LAIR (DV)

Second in the series of CDi arcade games by Hollywood animation specialist Don Bluth.

Price £49.99 Catalogue No 810 018 1

EARTH COMMAND

Your task is to save the world from impending environmental disaster. By adjusting population growth, taxes and environmental policies you can prevent armageddon - or is it too late? (August)

Price £34.99 Catalogue No 810 007 2

ESCAPE FROM CYBERCITY

Your mission is to survive the dangers of CyberCity, fight your way to the train and destroy the Guardian's planet to save the earth. Includes full cel-animation.

Price £39.99 Catalogue No 690 071 2

HOTEL MARIO

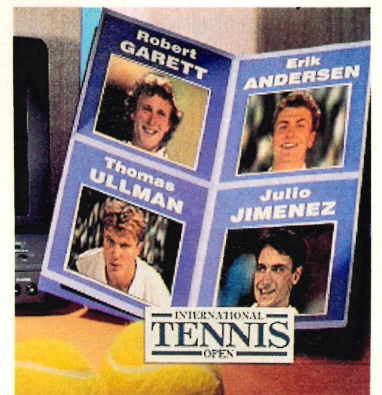
The world's most popular plumber makes his debut on CDi. There are seven different locations and 80 levels to explore as you battle to save the princess of the mushroom kingdom from the evil Bowser. (June)

Price TBA Catalogue No 810 009 0

INCA

You are the last surviving Inca. To save your race you must journey across space, battling enemies and collecting special powers on the way.

Price £39.99 Catalogue No 810 012 6



INTERNATIONAL TENNIS OPEN

The ever popular tennis simulation is now available in a two-player version so you can fight to the death against your friends as well as the CDi player. (June)

Price £34.99 Catalogue No 810 008 2

KETHER

You are Melkhor, a space knight, who has to land on Kether and rescue Eta Carene, the Princess of Wisdom. Stunning graphics in this mix of arcade action and puzzle solving.

Price £34.99 Catalogue No 810 012 8

LASER LORDS

The Laser Lords' star cruiser enables you to explore alien worlds.

Price £39.99 Catalogue No 690 074 2

LINK: FACES OF EVIL

Nintendo characters appear for the first time on CDi. Ganon has captured the island of Koridai and Link must save it from the Faces of Evil.

Price £29.99 Catalogue No 810 008 0

LORDS OF THE RISING SUN

A Japanese strategy game on CDi featuring live actors and interesting gameplay.

Price £39.99 Catalogue No 690 098 2

MEGAMAZE

A series of ever more complex mazes will test your wits to the full in this exciting game of skill.

Price £19.99 Catalogue No 810 008 3

MYSTIC MIDWAY R.I.P

The "master of cemeteries" Dr Dearth welcomes you to his shooting gallery. 15 targets, ten game levels and the chance to record your score.

Price £34.99 Catalogue No 690 152 2

OTHELLO

Pit your wits against Albert Einstein or Leonardo da Vinci in this electronic version of the popular board game.

Price £24.99 Catalogue No 810 016 3

PALM SPRINGS OPEN

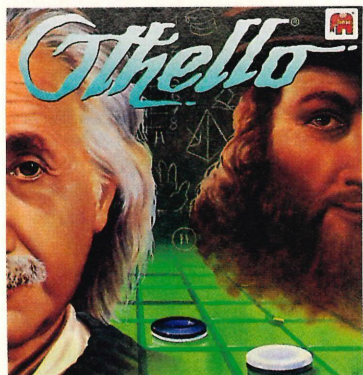
Play 18 of the world's most famous and challenging holes on your own TV. Control "live" golfers on actual courses.

Price £39.99 Catalogue No 690 013 2

PHANTOM EXPRESS

Join Dr Dearth, the Master of Cemeteries, on a roller coaster ride in the sequel to Mystic Midway. Phantom Express takes you through the various stages of life in this 3D shooting game.

Price £29.99 Catalogue No 810 017 8



PINBALL

Play four different pinball games in your living room without having to feed money into a slot machine.

Price £29.99 Catalogue No 690 034 2

POWER HITTER

Baseball challenge which puts you up against the game's great pitchers. The announcer comments on your every move.

Price £34.99 Catalogue No 811 001 7

SARGON CHESS

There are 16 levels of this chess program, or use the special novice level. Experienced players have the pleasure of more advanced levels.

Price £29.99 Catalogue No 690 030 2

SPACE ACE (DV)

Space Ace has been zapped by the evil Borf and you must help him defeat the dreaded Infanto Ray and save the earth. Great animation by Don Bluth.

Price £49.99 Catalogue No 810 007 3



STRIKER

The first full soccer game to appear on CDi. Striker Pro is a based on the highly successful Ultimate Soccer on the Sega megaDrive and Striker on the SNES and Amiga. (June)

Price £29.99 Catalogue No 811 004 4

SURF CITY

Sing along to the superb music of the Beach Boys as you explore a typical 1960s beach town in America.

Price £15.99 Catalogue No 810 009 1

TANGRAM

Choose from beginner, intermediate or advanced levels of play in this well-known puzzle game.

Price £9.99 Catalogue No 811 001 5

TETRIS

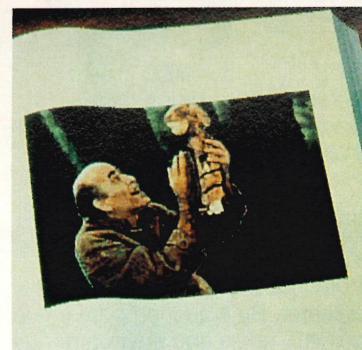
The classic Russian puzzle game featuring ten levels of play and made popular by the ubiquitous Gameboy. Ten CD soundtracks and video backgrounds make this version something special.

Price £29.99 Catalogue No 690 188 2

TEXT TILES

A word spelling strategy game for all ages. Use the given words to spell vertically or horizontally.

Price £19.99 Catalogue No 690 043 2



THE 7TH GUEST (DV)

Virgin Games' fabulous mystery adventure game, first released on CD-ROM, is now available on CDi. Simpler to load, with stunning sound and graphics, the

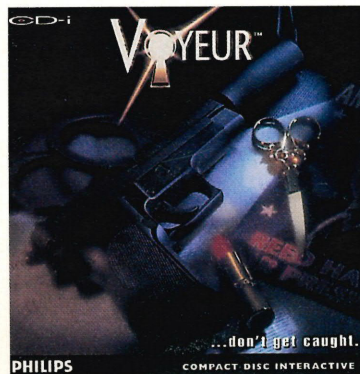
CDi version comes complete with CD soundtrack. (June)

Price £49.99 Catalogue No 811 004 0

VIDEO SPEEDWAY

Motor racing game with ten tracks to choose from. The player can race karts, Formula 3000 or Formula 1. Alter your car's dynamics in the pit and then head for the track. Arcade style action means endless hours of thumb-numbing fun.

Price £29.99 Catalogue No 819 001 1



VOYEUR (18)

Adult political whodunnit which combines the suspense of Alfred Hitchcock's Rear Window with an American soap opera. Spy on the house of Presidential character Reed Hawke and his family and find out who the real bad-dies are.

Price £39.99 Catalogue No 810 016 2

ZELDA: WAND OF GAMELON

The evil Ganon has captured Link and the Triforce. The only way to rescue Link and save the world is to gather all the seven signs of the Tolemac. Features the characters made famous by the Nintendo.

Price £ 29.99 Catalogue No 810 009 6



MUSIC

ANDREW LLOYD WEBBER (DV)

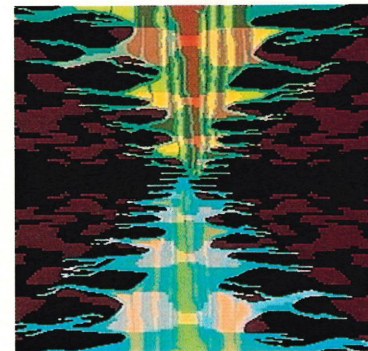
The Premiere Collection from the Lloyd Webber stable includes hits sung by Jason Donovan, Phillip Schofield, Sarah Brightman, Michael Ball and David Essex.

Price £15.99 Catalogue No 810 200 1

ANTISTATIC

Formerly known as Pulse, the latest psychedelic music disc from Hex features rave visuals and groovy music. Ideal for chilling out in the early hours.

Price £15.99 Catalogue No 810 017 0



BRYAN ADAMS (DV)

The Waking Up the Neighbours video from Canadian Bryan Adams comes to CDi in digital stereo and video.

Price £15.99 Catalogue No 810 200 2

BON JOVI (DV)

Bon Jovi's Keep the Faith album with full Digital Video to accompany every track.

Price £15.99 Catalogue No 810 200 3

CLASSICAL JUKEBOX

Study the lives of 15 of the world's classical composers and listen to their music. Includes 90 minutes of video highlighting facts about their work.

Price £15.99 Catalogue No 690 005 2

CREAM OF CLAPTON (DV)

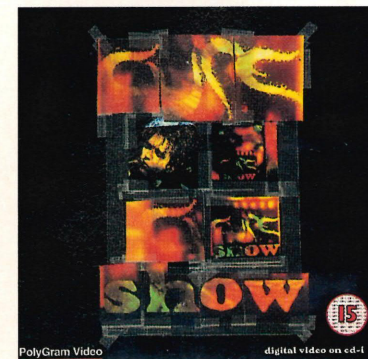
The best of Eric Clapton in full Digital Video for fans and casual listeners alike. (June)

Price £15.99 Catalogue No 083 862 4

CURE SHOW (DV)

All the wonders of The Cure's music with superb digital stereo sound and DV to match.

Price £15.99 Catalogue No 087 742 4



DAVID BOWIE: THE VIDEO COLLECTION (DV/VCD)

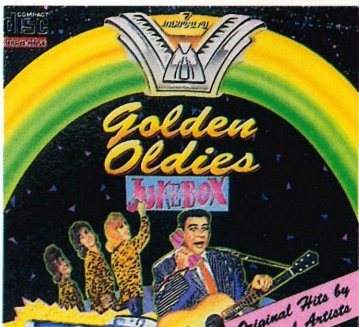
A treat for Bowie fans as PMI releases one of the first six music videos on Video CD. (July)

Price £17.99 Catalogue No 491 284 2

ESCAPE

Club music and psychedelic visuals brought to you by Hex. Incorporates eight hardcore techno tracks with real-time computer graphics.

Price £15.99 Catalogue No 810 011 7



GOLDEN OLDIES JUKEBOX

Jump and jam to the tunes of the 1950s and 1960s. The artists who sing them come alive on your TV screen. Lyrics appear with the music.

Price £15.99 Catalogue No 690 006 2

IRON MAIDEN: FROM THERE TO ETERNITY (DV/VCD)

Ideal listening for heavy metal fans. Shortly available on the new Video CD format. (July)

Price £17.99 Catalogue No 491 284 2

JAMES BROWN

Soul singer Brown performs 13 songs on this CDi music disc. Sing along to your favourite songs with lyrics on screen.

Price £15.99 Catalogue No 811 000 6

JAZZ GIANTS

From Big Band to Bossa Nova, experience an interactive jazz journey through 19 great songs.

Price £15.99 Catalogue No 690 096 2



KATE BUSH: THE WHOLE STORY '94 (DV/VCD)

Kate has made something of a comeback recently, so enjoy the best of her music on CDi. (July)

Price £17.99 Catalogue No 491 288 2

LOUIS ARMSTRONG

Explore the achievements and life story of Louis Armstrong as you listen to his music. Includes rare interviews with the man himself.

Price £15.99 Catalogue No 690 031 2

PAVAROTTI

Listen to the world-renowned tenor sing 13 favourite songs while you explore his life story.

Price £15.99 Catalogue No 690 040 2

PINK FLOYD: DELICATE SOUND OF THUNDER (DV/VCD)

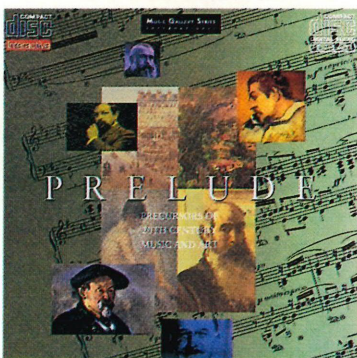
Two disc set of Pink Floyd with accompanying video to tracks such as One of These Days, On the Run and Shine. (July)

Price £17.99 Catalogue No 491 275 2

PRELUDE

Study the art and music of the era of Post-Impressionism. Incorporates a gallery dedicated to specific painters or styles.

Price £15.99 Catalogue No 811 003 8



QUEEN: GREATEST FLIX 1 + 2 (DV/VCD)

Freddy Mercury and the boys strut their stuff. Includes a 16 page colour booklet, hence the higher price tag. (July)

Price £19.99 Catalogue No 491 271 2

STING: TEN SUMMONER'S TALES (DV)

The full album with Digital Video and CD sound. (June)

Price £15.99 Catalogue No 089 566 4

TINA TURNER: SIMPLY THE BEST '94 (DV/VCD)

Tina Turner compilation album. (July)

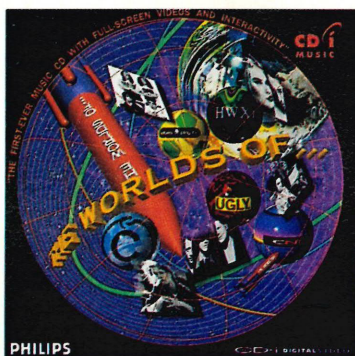
Price £17.99 Catalogue No 491 303 2



THE THREE TENORS (DV)

Pavarotti, Carreras and Domingo in concert for opera lovers. (July)

Price £15.99 Catalogue No TBA



THE WORLDS OF... (DV)

Five top bands from the Rhythm King label with Digital Video clips, interviews and your own music mixer.

Price £15.99 Catalogue No 811 003 8

TINA TURNER (DV)

One of rock's great survivors at her sell-out concert in Rio de Janeiro in 1988. Includes full DV footage of Tina on stage

Price £15.99 Catalogue No: 083 340 4

TODD RUNDGREN: NO WORLD ORDER

One of the first truly interactive music discs which allows you to play DJ by altering the tempo, mood and style of the original tracks on the album.

Price £15.99 Catalogue No 810 015 9

INFO & REFERENCE

A CHILD IS BORN

A complete childbirth and pregnancy manual based on the stunning photographs of an unborn child by Lennart Nilsson. Provides a detailed look at the whole process of reproduction.

Price £29.99 Catalogue No 810 005 0

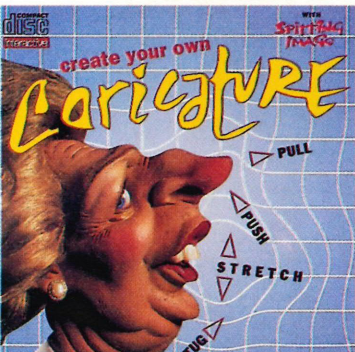
ART OF THE CZARS

Visit the Russian city of St Petersburg, explore its palaces and churches and study the art collection in the Hermitage Museum.

Price £34.99 Catalogue No 690 105 2

CREATE YOUR OWN CARICATURE

Play at creating your own Spitting Image style puppets either from the faces on the disc



PHILIPS

or using your own photographs on Photo CD.

Price £29.99 Catalogue No 811 000 1



COMPTON'S INTERACTIVE ENCYCLOPEDIA

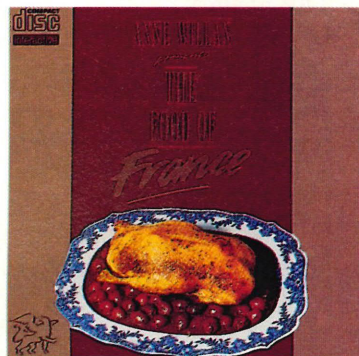
The entire 26 volumes on one disc. Video clips from famous events in history, 5,200 long articles, 32,000 short ones.

Price £199.99 Catalogue No 810 004 7

DUTCH MASTERS

Study 300 paintings from the art of 17th Century Holland.

Incorporates images and talk. Price £34.99 Catalogue No 811 002 4



FOOD OF FRANCE

French cuisine presented by Anne Willan, founder of the world famous Ecole de Cuisine la Varenne. Menus and dishes can be brought up on screen.

Price £24.99 Catalogue No 810 005 5

GREAT BRITISH GOLF

Take an historical trip through 500 years of golfing history. Based on material from the British Golf Museum in St Andrews.

Price £9.99 Catalogue No 811 000 4

HARVEST OF THE SUN (VINCENT VAN GOGH)

Discover the art and life of one of the greatest painters of all time, Vincent Van Gogh, with music by many of his illustrious contemporaries such as Debussy, Franck, Chabrier, Bizet, to name but a few.

Price £29.99 Catalogue No 690 028 2

PLAYBOY COMPLETE MESSAGE (DV)

Learn an exotic assortment of massage techniques that you

can practice with your partner. Full DV demonstrations of each technique are given.

Price £24.99 Catalogue No 8100088

PRIVATE LESSONS: CLASSICAL GUITAR

Learn to play classical guitar on



CDi. Customise your lessons to match your skill level, or visit the guitar museum and see some of the masters guitars.

Price £49.99 Catalogue No 810 001 3

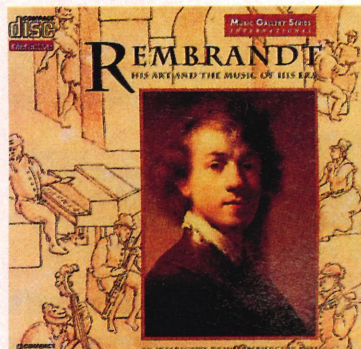
PRIVATE LESSONS: ROCK GUITAR

Learn to play rock guitar on CDi. With examples from Jimi Hendrix to Eric Clapton.

Price £49.99 Catalogue No 811 003 0

REMBRANDT: HIS ART AND MUSIC OF THE ERA

17th Century art and music with information in seven languages: English, Spanish, French, German, Italian, Japanese and Dutch. Soundtrack recorded by



the Amsterdam Baroque Orchestra.

Price £15.99 Catalogue No 690 154 2

RENAISSANCE OF FLORENCE

Take a tour of the Renaissance art of Florence.

Price £34.99 Catalogue No 690 036 2

RENAISSANCE GALLERY

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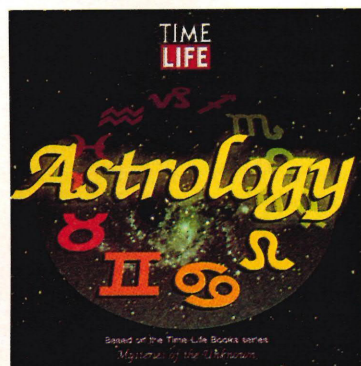
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The famous sex guide by Dr Alex Comfort goes interactive in this Digital Video title. 30 minutes of full motion video, plus questionnaires and the Joy of Sex game. Plus free pocket guide with every disc.

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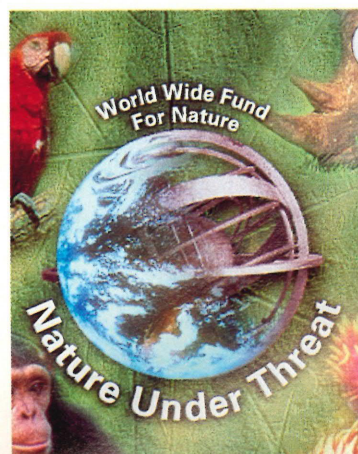
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FILMS (DV)

BLACK RAIN

Director Ridley Scott, who created two of Hollywood's most stylish adventure thrillers - Alien and Blade Runner - hits the mark again.

Michael Douglas and Andy Garcia play New York cops whose job to escort a vicious assassin back to his native Japan leads the two Americans into Osaka's exotic underworld and straight into the centre of a raging, brutal Yakuza gangland battle.

Price £15.99 Catalogue No 811 100 9

FATAL ATTRACTION (DV/VCD)

Michael Douglas plays Dan Gallagher, a New York attorney who has a romantic fling with seductive Alex Forrest (Glenn Close) while his wife (Anne Archer) is away.

Dan later shrugs off the affair as a mistake and considers it over. But Alex won't be ignored. Not now, not tomorrow, never...even if it means destroying Dan's family to keep him.

Includes a special epilogue of



the original ending, never shown in the cinema.(July)

Price: £15.99 Catalogue No 811 100 8

GHOST

Patrick Swayze and Demi Moore star as a loving couple split apart when he falls victim to a hit that goes badly wrong.

Their continued communication through the power of love sees Swayze trying desperately to protect Moore from the same people who did for him. A mixture of fantasy, thriller and comedy with Whoopi Goldberg milking it for all it's worth.

Price £15.99 Catalogue No 811 100 6

INDECENT PROPOSAL (DV/VCD)

Demi Moore and Woody harrelson play the happy couple who suddenly find their marriage under pressure when, just as





they are in danger and in need of extra money, the wealthy and handsome Robert Redford makes the ultimate offer. (July)

Price £15.99 Catalogue No 811 101 2

NAKED GUN 1 (DV/VCD)

Leslie Nielsen, king of the spoof, moves from the small screen of TVs Police Squad and lands a starring role in Naked Gun as the incompetent cop Frank Debin who is out to foil an assassination attempt on the Queen during a visit to LA. (July)

Price £15.99 Catalogue No TBA

NAKED GUN 2 1/2

Lt. Frank Drebin (Leslie Nielsen) loves a mystery. Why are we here? Is there life after sex? Yes, Drebin tackles the big issues - and the biggest of all is how to stop devious Quentin

Hapsburg's (Robert Goulet) plan to destroy the environment. Returning with Nielsen in this hilarious Naked Gun sequel are Priscilla Presley, George Kennedy and O J Simpson. The gang's all here, and so are the laughs.

Price £15.99 Catalogue No 811 100 2

PATRIOT GAMES

His days as an intelligence agent behind him, former CIA analyst Jack Ryan (Harrison Ford) has travelled to London with his wife (Anne Archer) and child. Meeting his family outside Buckingham Palace, Ryan is caught in the middle of a terrorist attack on a member of the Royal family. Soon Ryan must return to action for the most vital assignment of his life: to save his family. Co-starring James Earl Jones.

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STAR TREK VI

The Enterprise leads a battle for peace in the most spectacular Star Trek adventure ever!

As the Federation and the Klingon empire prepare for a peace summit, a Klingon ship is attacked and the Enterprise is held accountable.

The dogs of war are unleashed again, and both worlds brace for what might be their final, deadly encounter. Starring William Shatner, Leonard Nimoy and DeForest Kelley.

Price £15.99 Catalogue No 811 100 7

THE HUNT FOR RED OCTOBER

A new, technologically superior Soviet nuclear submarine, The Red October, is heading for the US under the command of Captain Marko Ramius (Sean Connery).

The US government thinks Ramius is planning to attack. A lone CIA analyst (Alec Baldwin) thinks Ramius is planning to defect, but he has only a few hours to find him and prove it - because the entire Russian naval and air commands are trying to find him too.

Price £15.99 Catalogue No: 811 100 3

THE CRYING GAME (DV/VCD)

A romantic thriller-cum-black comedy which follows the often complex lives of those in the IRA - in this case Jude (Miranda Richardson) and Fergus (Stephen Rea) - and the Establishment. Forest Whittaker plays the black army soldier Jody, who is unwittingly kidnapped by Jude and is later shot and killed while trying to escape.

(July)



Price £15.99 Catalogue No 088 902 4

THE KRAYS (DV/VCD)

Pop duo Gary and Martin Kemp give very believable performances as the infamous East End gangsters of the 1960s, Ronnie and Reggie Kray. (July)

Price £15.99 Catalogue No 083 910 4

TOP GUN

Top Gun takes a look at the danger and excitement that awaits every pilot at the Navy's prestigious fighter weapons' school.

Tom Cruise is superb as Maverick Mitchell, a daring young flyer who is out to become the best of the best.

Kelly McGillis sizzles as the civilian instructor who teaches Maverick a few things you can't learn in the classroom. Co-starring Anthony Edwards, Tom

Skerritt and Val Kilmer.

Price £15.99 Catalogue No 811 100 1

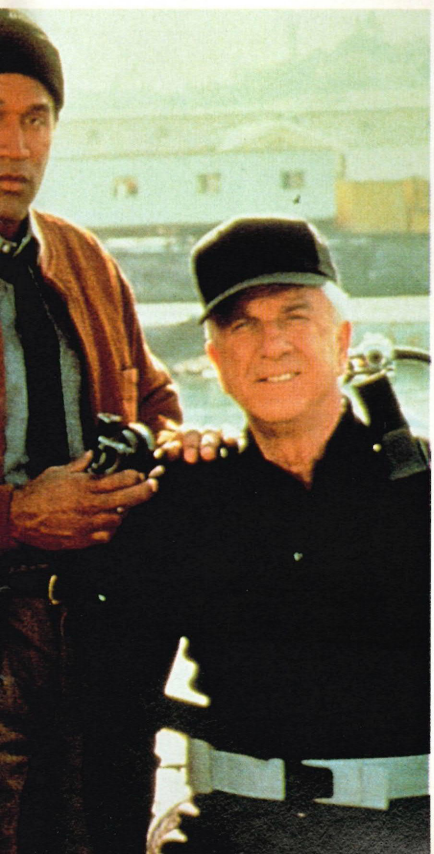
WAYNE'S WORLD

Based on characters created for America's hugely popular Saturday Night Live, the film is about a (very) small (very) local TV station run from a basement by two metalhead no-hopers Wayne and Garth.

Everything is going just fine until one day along comes a network TV producer (played superbly slimley by Rob Lowe) with offers of fame and lots of money. (June)

Price £15.99 Catalogue No: 011 100 5

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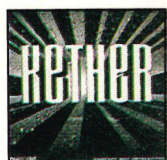
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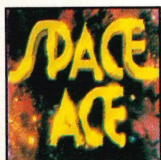
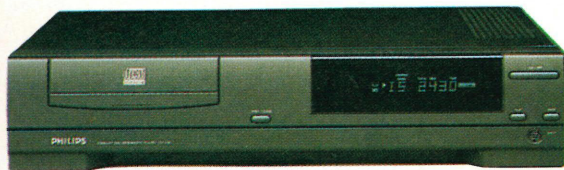
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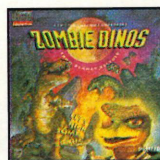


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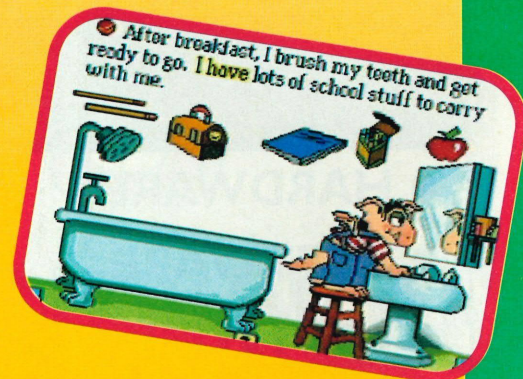


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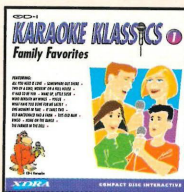


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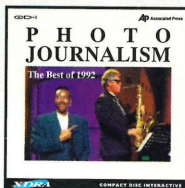
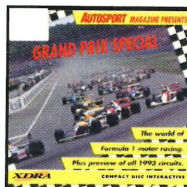
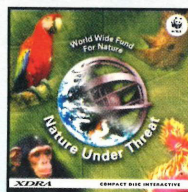


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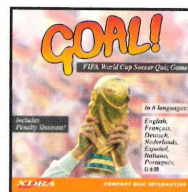
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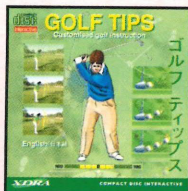
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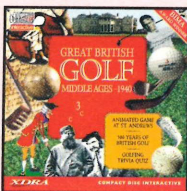
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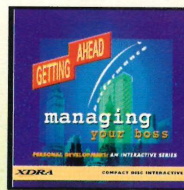
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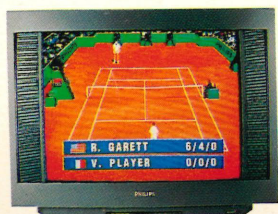
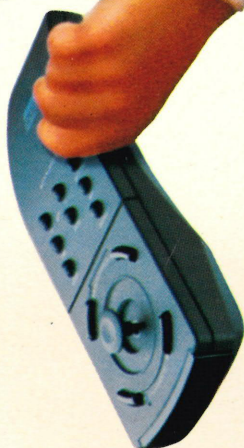
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